

Paulo de Luna

www.linkedin.com/in/paulodeluna | paulodluna@gmail.com | paulodeluna.com | 0424 682 869

Professional Summary

Software engineer with experience in machine learning and product development. Worked on medical imaging models at Stanford University and built applications, games, and digital experiences reaching thousands of users.

Employment

Retail Team Member (Casual)

Surf Dive and Ski | Sydney

Nov 2024 - Present

- Awarded Employee of the Quarter (Feb 2025) during peak sales period

Intern Researcher

Stanford University | California

Dec 2021 - Dec 2023

- Applied image-to-image translation models (pix2pix, CycleGAN) to medical imaging data
- Generated histology outputs from OCT data for early skin cancer detection
- Reduced model error (MSE) by 30% through data pipeline improvements and hyperparameter tuning
- Processed and prepared medical imaging datasets for training and evaluation
- Iterated on model performance through experimentation and parameter tuning

Full-Stack Web Developer

Freelance | California

Jan 2019 - Dec 2021

- Built and deployed custom web applications for small business clients, handling both frontend and backend
- Developed responsive interfaces with features such as payment integration, automated email flows, and mobile optimisation
- Worked directly with clients to turn ideas into functional products

Graphic Designer

70LOCH | Sydney

Jul 2016 - Feb 2017

- Produced content reaching over 50,000 users
- Designed digital advertisements and Snapchat filters using Adobe Creative Suite
- Collaborated with a team to deliver creative assets under tight deadlines

Projects

DevCross (Codex - JavaScript)

- Built a game where players navigate obstacles to collect power-ups
- Implemented game logic and UI, using Codex to assist development
- Developed as a weekend project to explore rapid prototyping and game mechanics

Green Light Game (Adafruit Bluefruit + Python)

- Built a simple interactive game where the goal is to hit green lights
- Implemented game logic and hardware interaction using Adafruit Bluefruit
- Developed as a weekend project to experiment with embedded systems and game mechanics

InkBall (Java)

- Recreated the Windows game, where players draw paths to guide balls into matching targets
- Implemented game logic, user input handling, and collision mechanics

Local Loop (Power Apps)

- Built a community platform for sharing local events and posts using Microsoft Power Apps
- Implemented features for creating, viewing, and interacting with community content

Spotify Data Visualisation (Python)

- Built an interactive data visualisation tool using Spotify data
- Implemented a scatterplot interface linking data points to music video playback

Pong (Raspberry Pi, Python)

- Recreated the classic Pong game using Raspberry Pi and a Mini HAT attachment
- Implemented game logic, hardware input handling, and real-time interactions

Education

Bachelor of Science in Computer Science

The University of Sydney, 2024-2027.

Transfer Student Program, GPA 3.9

Foothill College, 2022-2024.

Introduction to Computer Science

Stanford University, 2020-2021.

Advanced Diploma in Marketing

Academis Australasia, 2013-2016

Technical Skills

Languages

Python, Java, C

Technologies

Machine Learning, Web Development, Power Apps, Git

Core

Data Structures, Algorithms