

Dante Azucar

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EXPERIENCE

Huntington Health, Pasadena — Hospitality

2023 - 2024

- Assisted with patient discharge, specimen transport (e.g., blood), and logistical support
- Provided compassionate interaction with patients and staff in a healthcare environment
- Honed professionalism, punctuality, and communication under pressure

TheCoderSchool, Pasadena — Junior Intern

2024 - 2024

- Mentored middle school students in programming fundamentals using Python and block-based languages
- Helped students understand coding logic, debug errors, and build confidence in their problem-solving abilities
- Created and delivered a presentation to students on a coding topic, promoting engagement and deeper understanding
- Fostered a supportive and encouraging learning environment through patience and clear communication

Riot Games Inc, Los Angeles — Quality Assurance

2025 - 2025

- Provided actionable feedback to developers and designers to improve game quality and player experience
- Collaborated with QA teams in a fast-paced, iterative development environment
- Participated in internal testing sessions to provide gameplay feedback on unreleased features, balance changes, and new content

SKILLS

Python, Javascript, Git, Go, CSS, C, C++, C#, Html, Bash, Bilingual (English and Spanish), Github, Vs Code, Neovim, Linux

AWARDS

Best Original Design in App Hacks 2025

EDUCATION

Cal Poly Pomona, Pomona — Sophomore

August 2025 - Present

Bachelor of Science: Computer Science

Expected Graduation: May 2028

PROJECTS

Personal Portfolio

Designed and deployed a personal website using HTML, CSS, and JavaScript

Showcases projects, resume, and a responsive layout

<https://infernohk.github.io/Senior-Portfolio/index.html>