

# Andres Munoz

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Rigorous and passionate developer, with a solid foundation in software engineering. Real-world experience in full-stack development, algorithm design, and AI projects, using technologies such as Python, Java, Vue.js, and Unity. Autonomous, curious and results oriented, I seek to contribute to ambitious and concrete technological projects.

## Skills

- **Programming languages:** Python, Java, JavaScript, C/C++, C#
- **Frameworks and libraries:** Vue.js, JavaFX, GLSL, My SQL, unit testing (JUnit)
- **Tools and platforms :** Git, Linux/Unix, Excel/Sheets, Unity
- **Languages:** Fluent in French, English and Spanish
- **Soft skills:** Problem solving, algorithms, teamwork, autonomy.

## Education

**McGill University**

*Bachelor's degree, Computer Science*

2022 – 2025

GPA: 3.89 /4.0

**Champlain College Saint-Lambert**

*DEC, Computer Science and Mathematics*

2020 – 2022

## Experiments in development

### WordPress Developer: Club Piscine

- Developed of a fully customized WordPress site, optimized for performance, ergonomics and design.
- Implemented a responsive design for seamless compatibility across all types of devices.

### Java Developer: C Compiler - GitHub, Compiler - <https://github.com/Zonum9/Compiler>

- Developed a C compiler to MIPS assembly with an extensible modular architecture.
- Setup Automated testing via JUnit with hundreds of test cases to ensure reliability.

### Java Developer: Chess Game - GitHub, Chess Game - <https://github.com/Zonum9/Chess-Game>

- Developed a multiplayer chess game in JavaFX with a responsive graphical interface.
- Integration of LAN multiplayer and dynamic menus for a smooth user experience.

### Full Stack Developer: Online multiplayer gaming site - Vue.js, Rust, MySQL

- Complete development (frontend and backend) of a multiplayer gaming platform.
- Integration of a MySQL database for secure management of users and friends lists.

### GLSL and Python Developer: Ray Tracing Engine <https://github.com/Zonum9/Ray-Tracer>

- Created a GLSL ray tracing engine capable of rendering complex 3D scenes.
- Used Phong and Blinn-Phong shading models for realistic rendering.

### Python Developer: Regression Models

- Implemented linear and logistic regression models from scratch.
- Used gradient descent for data prediction and analysis optimization.

### AI Developer: Frogger Game Bot - Unity, C# - <https://github.com/Zonum9/Frogger>

- Designed a bot based on hierarchical task networks (HTNs) to plan and simulate future game states.
- Optimized path finding and management of dynamic obstacles in the environment.