Andrew Eby

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EDUCATION

Indiana University, Luddy School of Informatics, Computing, and Engineering | Bloomington, IN May 2026
Bachelor of Science (B.S.), Computer Science
Cognate: Artificial Intelligence
Minor: Informatics
Cumulative GPA: 3.56/4.00

SKILLS

Programming Languages: Python, C, Java, SQL, HTML/CSS
Libraries: Pandas, NumPy, scikit-learn, Scipy, OpenCV, Matplotlib,
Miscellaneous: UNIX, Fusion360/CAD, Arduino, Microsoft Office, GitHub, Graphic Design, Blog Writing, Social Media Marketing

WORK EXPERIENCE

Polywood, Syracuse, IN Summer 2024
Seasonal Production Member

- Performed diverse tasks including fabric template insertion and order packing for shipment.
- Operated industrial sewing machines to assemble fabric components.
- Utilized a blower to efficiently fill pillows with cotton filament, meeting quality standards.

Solar Energy Systems LLC, Nappanee, IN Summer 2023
Level 1 Tech

- Conducted detailed repairs and troubleshooting on various components of solar energy systems, ensuring optimal functionality and compliance with quality standards.
- Tested and validated repaired equipment to confirm proper operation, contributing to the overall efficiency and reliability of the solar energy systems. Processed ~10-20 customers a week.
- Designed and executed a month-long ad campaign, creating a content calendar, writing industry-focused blog posts, and designing graphics to showcase completed projects.

Menards, Goshen, IN August 2021 – May 2022
Cashier

- Developed organizational and time management skills by maintaining stocked and orderly shelves while assisting customers with product inquiries in the hardware department.
- Enhanced customer service and cash-handling skills as a cashier, efficiently processing transactions and ensuring a positive shopping experience for customers.

PROJECTS

Trade Outcome Prediction Model for NFL Players
CSCI-365, Indiana University, Bloomington, IN November - December 2024

- Developed a linear regression model to predict NFL player performance after trades using historical data (2012-2023), incorporating Player Performance Scores (PPS) and Team Position Scores (TPS) to evaluate team strengths and weaknesses.
- Processed a Kaggle dataset with 195 attributes through outlier removal, feature selection, and normalization, creating visual heatmaps to highlight team performance gaps and trade opportunities.
- Designed a user-friendly tool to simulate trades, allowing users to input players and compare predicted performance outcomes on new teams for smarter decision-making.

Fashion Forward: A Fashion Recommendation System
B351/Q351, Indiana University, Bloomington, IN March - May 2024

- Developed a system using KNN, Random Forest, and Decision Tree models to provide personalized clothing suggestions based on user preferences like gender, type, color, season, and usage context.
- Allowed users to input preferences, receive recommendations with accuracy and similarity scores, and view corresponding clothing images for a seamless, engaging experience.
- Leveraged a Kaggle dataset with clothing attributes and images, preprocessed and encoded, to ensure accurate and visually supported fashion recommendations.