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, Data Science
Cumulative GPA: 3.61/4.00

SKILLS

Programming Languages: Python, C, C# (Unity), Java, SQL.
Libraries: Pandas, NumPy, Scikit-Learn, PyTorch, Scipy, OpenCV, Matplotlib.
Miscellaneous: UNIX, Fusion360/CAD, Arduino, Unity, Microsoft Office, GitHub, Graphic Design, Social Media Marketing.

WORK EXPERIENCE

MasterBrand, Goshen, IN Summer 2025
Seasonal Production Member

- Managed a Ritter line boring machine, producing parts for drawers that went in the cabinets.
- Performed duties as off bearer on a Weinig Unimat 1000.
- Utilized a router table to cut dovetails into drawer sides for assembly.
- Collaborated with team members to meet daily production targets while adhering to safety and quality standards.

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.
- Designed and executed a month-long ad campaign, creating a content calendar, writing industry-focused blog posts, and designing graphics to showcase completed projects.

PROJECTS

KO Stars, Unity Built Boxing Game Spring 2025
INFO-304, Indiana University, Bloomington, IN

- Developed a single-player 3D boxing game in Unity using a physics-driven animation system with root motion for realistic player movement and attacks.
- Designed enemy AI with dynamic combat behavior including pathfinding, ranged engagement, and procedural retreating for a realistic opponent.
- Utilized Unity Animator controllers with blend trees and triggers to coordinate complex attack combos, dodges, and movement animations.
- Incorporated custom AI generated assets from Meshy, Udio, and ElevenLabs, along with assets from the Unity store.

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

- 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.
- Created a user-friendly tool to simulate trades, allowing users to input players and compare predicted performance outcomes on new teams for smarter decision-making.