

Eytan Mobilio

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Education

Boston University, Boston, MA
Bachelor of Arts in Computer Science
Honors: *summa cum laude* (GPA: 4.00)

September 2021 – May 2025

Relevant Coursework

- Computer Science Fundamentals
- Data Structures
- Computer Systems
- Discrete Math
- Analysis of Algorithms
- Linear Algebra
- Probability in Computing
- Software Engineering
- Distributed Systems
- Database Systems
- Full Stack Software Engineering
- Web Development
- Artificial Intelligence
- Machine Learning
- Data Science
- Programming Languages

Experience

Course Assistant: Probability in Computing | Department of Computer Science | Boston University September 2024 – May 2025

- Assisted in leading 50-minute weekly discussion sections, reinforcing key concepts and facilitating problem-solving exercises
- Held weekly office hours to help students with course material, clarify concepts, and provide guidance on homework assignments
- Graded weekly homework assignments, ensuring timely and constructive feedback to support student learning and improvement

Grader: Analysis of Algorithms | Department of Computer Science | Boston University January 2024 – May 2024

- Graded 300 student solutions to long-form algorithm problems including pseudocode, proofs of correctness, and proofs of runtime and space complexity

Projects

MarketDig | Website: <https://marketdig.netlify.app>

- Specialized in development of the frontend of a market research tool for aspiring small business owners using React and Redux, delivering a responsive and user-friendly interface
- Developed web scraping scripts with Playwright to efficiently gather data for backend integration
- Played a key role in design and development of application architecture, optimizing overall structure and performance, while also assisting in debugging and troubleshooting backend code to maintain system stability and reliability

FlickPick | Website: <https://limitless-sierra-80433-a3b989f436f9.herokuapp.com/project/>

- Designed and developed a full-stack web application with Django, enabling users to browse, review, and receive recommendations for movies and TV shows stored in a SQLite database
- Designed and implemented personalized recommendation systems using user preferences and social features including friend-based suggestions
- Created a trending page with interactive line charts using Pandas and Plotly to visualize weekly movie/TV trends
- Delivered a robust platform that enhanced user engagement and discoverability through features like ratings, reviews, watchlists, and personalized recommendations

Tetris Agent | GitHub: <https://github.com/EMobilio/tetris-agent>

- Developed a temporal difference learning Q-agent in Java using neural network and linear algebra libraries (developed for a course) to play Tetris
- Engineered features, devised neural network structure, and developed a custom reward function to guide learning
- Trained on hundreds of thousands of games, improving performance from consistently scoring 0 points to clearing dozens of lines per game
- Leveraged reinforcement learning principles to transform random gameplay into more strategic decision-making

Skills

Technical Skills

- Proficient- Python, Java, HTML, CSS, JavaScript, React, Next.js, Django, Git/GitHub
- Intermediate- Redux, React Native, Express.js, SQL, MongoDB, Go, OCaml
- Familiar- C

Soft Skills

- Problem solving
- Quick and eager learner
- Team player
- Oral and written communication