



Mitchell Dorward

Computer Science Engineer

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[Professional Website](#)



Education

Lehigh University

Bachelor of Science in Computer Science from the Rossin College of Engineering | GPA: 3.71
Minors in Music and Spanish

Education

TA For CSE348 GameAI

- Increased **grading efficiency** by creating autograders that were easy to maintain.
- Made the autograder more **dynamic** by making test cases mathematically determine if a solution was correct rather than using arbitrary test cases.
- Increased student enjoyment by making autograders provide specific feedback on what was failing.
- Improved student understanding by holding office hours where I would explain class topics and assignments.

Skills

Languages

C, C++, Assembly, Java, JavaScript, TypeScript, HTML, CSS, Python, Rust, Flutter, SQL

Skills

Full-Stack Development

Node.js, React.js, Vue.js, jQuery, Tailwind, RESTful APIs, Database Structure, and Understanding of the Internet (Application, Transport, Network, Link, and Physical layers)

Skills

Security Concepts

NIST, SHA-256, Hashing, Asymmetric Cryptographic Key Pair, Encryption / Decryption

Skills

Concepts

Multi-Threaded Programming, Compiler Design, Operating Systems, Embedded Systems, Data Structures

Skills

AI / Machine Learning

FSM, A*, Deep Learning, Generative Algorithms, Backpropagation, Neural Nets, Kernels, Cross Validation, more...

Portfolio Projects

[Unite-Pro.net](#)

- I am the **solo dev** on a web app named Unite-Pro. This app is a draft-sim and stat tracker for pro matches. It helps users understand the pro scene and practice for it.
- I created an **AI** to handle the complex problem of drafting from scratch.
 - The AI uses **planning** and **A*** search to choose a team comp with future plans to use **deep learning** once I have more data.
- The site is about to go public and has been through a rigorous **beta** testing stage with a select group of users.

Portfolio Projects

[Enrolld](#)

- A web app designed for colleges to foster communication between students and advisors.
- Increased productivity by engaging in **peer-coding**.
- Stakeholders were incredibly pleased with our group due to our **demoing** weekly and working to specifically implement stakeholder feedback with **Agile** in mind.
- We were able to test Enrolld with 100 students after just about 500 hours of cumulative work.

Work Experience

AI Trainer @ DataAnnotation (Jan 2025 - Current)

- I am able to select tasks from different categories where I typically receive AI's responses to computer science prompts. I must find if and **where** the response is incorrect, **how** it is incorrect, and usually **how to fix it**.
- This role has made me incredibly good at **researching**.
 - Many tasks require looking through documentation for niche libraries, plugins, or languages to understand how they work.
- Some examples of tasks where I do fix responses include: dissecting liquid physics in **LUA**, creating **PHP** pages, and improving virtual art galleries in **Vue.js**.
- Some example tasks I have done that are not fixing AI responses are: analyzing **pull requests and tests** for Apache libraries to analyze if they are effective and why, and **scraping** the Google Play store for all apps with the entertainment tag.

Work Experience

Summer Intern @ MonroeEnergy (Summer 2024)

- Improved **public perception** by reaching out to and educating locals and local schools on our pipeline.
- Improved the **efficiency** of others by filling out permits ahead of time and gathering commonly required information.