

Dawit Boku

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EDUCATION

Colby College, Waterville, ME

Expected Graduation May 2026

Bachelor of Arts in Computer Science with a concentration in AI

GPA: 3.74

Minor in Science, Technology, and Society

SKILLS

Programming Languages: Python Java Javascript HTML/CSS

Frameworks and Tools: Git/GitHub React Node.js VS Code Visual Studio

Languages: English Amharic

Relevant Coursework: Data Structures, Algorithms, Linear Algebra, Object Oriented Programming, Intermediate Web Development (with CodePath), Hands-on Intro to AI with NLP

Student Organizations: ColorStack, CodePath, DavisAI Institute

WORK EXPERIENCE

ITS Support Center Student Technician, Colby College, Waterville, ME

Oct 2022 – Feb 2023

- Provided exceptional **technical support** and **customer service** to students, faculty, and visitors at Colby College's ITS Support Center, addressing both **hardware** and **software** related concerns.
- Demonstrated strong problem-solving skills, successfully resolving more than 150 calls and cases, resulting in a **20% increase in user satisfaction**.

Main Instructor, Co-founder; BuildWithPy, Addis Ababa, ET

Mar 2021 – Sep 2021

- Taught engaging weekly online **Python lessons** for Saint Joseph High School students.
- Collaborated with my colleague and a school instructor to **develop** and **organize curriculum materials**.
- Continuously improve our **services** and **product quality** through user feedback from students and school teachers.
- Grew the community from **5 initial users** to over **40 active members** by promoting a supportive and inclusive learning environment.

Participant, IDEAS Summer Program, The Ethics Institute, Boston, MA

July 2023 – August 2023

- Engaged in in-depth conversations with industry experts, researchers, and fellow students about the **role of AI in our current lives**; examined the best practices when it comes to **ethical AI development and deployment**.
- Currently working on a **research paper** regarding the need for better multilingual LLMs.

PROJECTS

Pathfinding Visualizer | Javascript, React, Java

[GitHub](#) | June 2023 – July 2023

- Developed an interactive **web-based** application in **4 weeks** that allows users to visualize various pathfinding algorithms such as Dijkstra's, A* Search, and more navigate through mazes.
- Gained expertise in **data structures** and **algorithms** while solving complex pathfinding problems.
- Acquired foundational proficiency in **React** and **JavaScript** syntax in a short timeframe through diligent **self-teaching** driven by project needs.
- Reduced code redundancy by **30%** through systematic refactoring of reusable components, enhancing the maintainability of the application.

Gradescope Chrome Extension | HackMIT | Python, Javascript, Django, Google Cloud Vision

[GitHub](#) | September 2023

- Worked in a **team of three** to develop a Chrome extension that adds an **automatic page selection** functionality for Gradescope, an assignment submission website.
- Gained expertise in **Selenium** for **scraping dynamic websites** as Gradescope doesn't have a public API. We divided the tasks among team members; my main task was to write an algorithm that matches up the questions to the corresponding pages with the answers and make the page selection on the website through the Chrome extension.
- We estimate a **50%** increase in the speed of submission for users when using our Chrome extension.