

Dawit Boku

dsboku26@colby.edu • [LinkedIn](#) • [Github](#) • [Personal Site](#) • [469-515-6223](tel:469-515-6223)

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.

To-Do List | HTML, CSS, Javascript

[GitHub](#) | July 2023

- Developed an interactive **web-based** application that allows users to add, store, and manage different tasks.
- Acquired proficiency in HTML, CSS, Javascript, and frontend development within the **2-week** project timeline, showcasing rapid skill development and **self-learning** capabilities.
- Implemented a local browser storage system that enabled users to access their tasks even after refreshing the browser.
- **School Projects:** NLP analysis and Hurricane Name Identification from Tweets | Sudoku Solver | Pursuit Evasion on Graphs.