

David Eyal

646-919-2480 | de2425@columbia.edu | Incoming Summer Trading Intern @ DV Energy

EDUCATION

Columbia University

New York, New York

Bachelor of Arts in Computer Science, Statistics

Expected 2026

- **GPA:** 3.78; **Major GPA:** 3.93 **Honors:** Dean's List
- **Relevant Coursework:** Data Structures, Discrete Mathematics, Artificial Intelligence, Advanced Programming, Probability Theory, Multivariable Calculus, Linear Algebra, Statistical Inference, Stochastic Methods, Cloud Computing

WORK & LEADERSHIP EXPERIENCE

DitecT Lab, Columbia University

New York, New York

Summer Research Assistant

May 2024 - PRESENT

- Awarded NSF Sponsorship for Undergraduate Research at DitecT Lab for a project on autonomous vehicles.
- Integrated ROS2 and eProsima DDS to utilize DeepRacers as Connected Autonomous Vehicles (CAVs), enabling real-time communication between vehicles.
- Implemented software in Python to build autonomous driving algorithms and constructed a high-performance simulator, facilitating data collection and performance testing of over 1,000 test cases.

Dept. of Computer Science, Columbia University

New York, New York

Backend Developer/Researcher

January 2024 - May 2024

- Spearheaded backend development for a ML-powered web application centering on data clustering methods for neuroscience research, under Prof. Nakul Verma.
- Utilized a stack of Python (SQLAlchemy, scikit-learn, Numpy, Pandas, Flask), JSX, CSS and MySQL.

Dept. of Computer Science, Columbia University

New York, New York

Teaching Assistant, Data Structures in Java

January 2024 - May 2024

- Designed and implemented Auto-Grading software using Python, reducing grading time by for 300+ students
- Held weekly office hours to disseminate concepts to students

Self-Employed

New York, New York

Professional Poker

May 2023 - August 2023

- Generated over \$100,000 in online and live profits, analyzing, managing, and developing scripts for extensive databases of gameplay data to optimize strategies.
- Utilized Game Theory Optimal (GTO) Solvers to study poker, including running simulations of toy games to improve knowledge and application of game theory skills.

Projects, Skills, Activities

Technical Skills: Python (NumPy, SciPy, Pandas, Jupyter, scikit, etc.), R, Java, C, C++, Latex, React, JS, Flask

Poker Profitably Calculator - <https://github.com/de2425c/ShouldICall-PokerCalc>

- Able to calculate the profitability of calling a certain poker hand against a range of possible hands
- Java HashMap used to randomly pull key-value pairings of cards to run simulations
- Capable of running over 10,000 simulations in under 10s with <1% error compared to industry standard calculators

Spelling Bee Solver - <https://github.com/de2425c/SpellingBeeSolver>

- Solves the NYT Spelling Bee game in under 1s
- Utilizes combinatorial algorithms and optimized sorting algorithms for efficiency

Columbia University Poker Club Co-President

- Organized the Second Annual Columbia Poker Tournament with 400+ participants, enhancing club visibility and member engagement