

ETHAN VILLALOVOZ

+1 (530) 558-1523 | ethan.villalovoz@gmail.com | linkedin.com/in/evillalovoz27
github.com/ethanvillalovoz | ethanvillalovoz.com | US Citizen

Education

Georgia Institute of Technology	Jan 2026 - Dec 2027
Master of Science in Computer Science — Computational Perception and Robotics, GPA: 4.0/4.0	Atlanta, GA
Washington State University	Aug 2021 - May 2025
Bachelor of Science in Computer Science — Minor in Mathematics, GPA: 3.94/4.0	Pullman, WA

- Senior Design Project: [Retrieval-Augmented Generation Application Using Knowledge Graph and Vector Search](#)

Technical Skills

Languages: Python, C/C++, SQL, JavaScript, TypeScript, HTML/CSS, C#, MATLAB, R, Haskell, Swift
Developer Tools: Git, GitHub, GitHub Actions, Docker, Bash, Conda, AWS, Postman, Jupyter, MLflow, DVC, MySQL
Libraries/Frameworks: React, Next.js, FastAPI, PyTorch, Pandas, LangChain, Hugging Face Transformers, OpenCV

Work Experience

Washington State University	Jan 2024 - May 2025
Undergraduate Research Assistant	Pullman, WA
<ul style="list-style-type: none">• Executed large-scale empirical evaluations of a Bayesian Optimization-based prompt search method for LLM-driven code generation, measuring functional correctness across 164 HumanEval+ tasks and multiple models• Built and ran reproducible experiment pipelines for test-driven code synthesis, benchmarking prompt optimization against Chain-of-Thought and OPRO baselines using pass@1 accuracy across HumanEval+ tasks• Analyzed performance trends across optimization iterations, demonstrating sample-efficient improvements in code correctness through continuous embedding-space search with Gaussian Process surrogate models	
Carnegie Mellon University	Jun 2024 - Aug 2024
Robotics Institute Summer Scholar	Pittsburgh, PA
<ul style="list-style-type: none">• Developed a novel hierarchical reward learning framework using Bayesian inference to align robotic actions with human preferences from iterative state corrections, significantly enhancing robot adaptability• Implemented a proactive clarification dialogue system that improved task accuracy by 30% by resolving uncertainty through targeted human queries, reducing errors and advancing interactive human-robot collaboration• Engineered a modular, extensible Python-based simulation environment using Markov Decision Processes (MDP), supporting robust evaluation and iterative development of learning algorithms in simulated robotics tasks	
Google	May 2023 - Aug 2023
Software Engineering Intern (STEP)	Sunnyvale, CA
<ul style="list-style-type: none">• Developed and deployed 5 C++ and SQL-based analytics jobs for internal database queue metrics, significantly reducing operational costs and enabling data-driven decision-making in collaboration with engineering stakeholders• Optimized data sampling strategies to scale job execution from 1% to 100% dataset coverage within 4 hours, achieving a 66% reduction in runtime and improving the scalability, accuracy, and efficiency of internal analytics workflows• Built interactive, real-time dashboards using HTML and SQL-based queries, delivering actionable insights to internal teams across engineering and operations, and enabling faster decision-making through intuitive visualizations• Implemented live-update statistical features on client dashboards with HTML and database-driven queries, enhancing stakeholder visibility into queue activity, reducing detection latency, and enabling more responsive system oversight	
Oregon State University	June 2022 – Aug 2022
NSF REU Fellow	Corvallis, OR
<ul style="list-style-type: none">• Designed geometric motion primitives for multi-robot expressive behaviors by integrating techniques from the performing arts, enhancing robot character, emotional expressivity, and perceived intelligence in human-robot interaction settings• Engineered a modular Python script to compute final geometric formation coordinates from user-defined inputs, enabling seamless, real-time deployment of expressive motion sequences on Pioneer 3DX robots used in HRI studies• Developed a user-friendly Tkinter GUI to simplify interaction with the geometry scripting tool, increasing accessibility and enabling efficient setup and execution of complex robot formations without requiring command-line knowledge	

Publications

[An Exploratory Study of Bayesian Prompt Optimization for Test-Driven Code Generation with Large Language Models](#). S. Tomar, A. Deshwal, E. Villalovoz, M. Fazzini, H. Cai, J.R. Doppa. *arXiv*, 2025.

[Social Triangles and Aggressive Lines: Multi-Robot Formations Impact Navigation and Approach](#). A. Bacula, E. Villalovoz, D. Flynn, A. Mehta, H. Knight. *International Conference on Intelligent Robots and Systems (IROS)*, 2023.