Michael C. Eaton

5854650596 • me3870@rit.edu • meaton.dev • www.linkedin.com/in/mike-eaton-ds/

Work experience

Teaching Assistant - Rich Media Web Development **Jan '26 - Present**

Rochester Institute of Technology | ROCHESTER, USA

- Provide technical mentorship for undergraduate students, utilizing advanced debugging techniques to resolve complex logic errors and unblock student progress during development cycles
- Enforce industry-standard engineering practices during code reviews, emphasizing proper version control (Git) workflows, modular architecture, and clean code principles to prepare students for professional roles

AI Trainer - Coding Expert **Present - Present**

Confidential | REMOTE

- Performed technical quality assurance on complex programming datasets in Python and Java to ensure code functionality and adherence to industry best practice
- Evaluated large-scale model outputs for logical consistency and multi-step reasoning, providing detailed feedback to improve algorithmic accuracy
- Developed high-precision benchmark data used for model alignment and fine-tuning, ensuring the delivery of high-quality training sets for specialized domains

Developer - Sector Down **Aug '24 - Dec '24**

Rochester Institute of Technology | ROCHESTER, USA

- Developed backend services and automation tools for a networked simulation game using Unity and C#
- Refactored and documented codebase, ensuring reliability and maintainability for future engineers
- Collaborated with clients to meet specs through iterative testing and debugging

Development Team Lead - Peaceland **May '24 - Dec '24**

Rochester Institute of Technology | ROCHESTER, USA

- Spearheaded design and development of the Peaceland video game from conceptualization to prototype in Unity
- Directed the implementation of game mechanics and oversaw the work of other developers, resulting in an organized and efficient team structure
- Developed a full stack web presence to raise the project's visibility and showcase the team's work using React and Strapi CMS

Education

Data Science | Masters of Science **Aug '25 - Present**

Rochester Institute of Technology | ROCHESTER, USA

- Coursework in python, databases, ML models, SQL.

Game Design and Development | Bachelors of Science **Aug '22 - Dec '24**

Rochester Institute of Technology | ROCHESTER, USA

- Coursework in C#, Unity Engine, C++, Python, Web Development, Databases, Data Structures and Algorithms, and JavaScript

Skills

- Languages/Frameworks: Python, SQL (PostgreSQL, MySQL, MongoDB), JavaScript, C#, Java
- Tools: PowerBI, Excel, FastAPI, React, Express.js, Unity, Git, AWS, Azure, GitHub
- Data/Monitoring: Database Design, Data consistency, ETL pipelines, API development

Projects

Robustness Analysis of Deep Reinforcement Learning in Stochastic Job Shop Scheduling **Dec '25 - Present**

Rochester Institute of Technology | Rochester

- Engineered a high-fidelity Unity3D Digital Twin to simulate stochastic industrial environments
- Bench-marked Deep Reinforcement Learning (DRL) against traditional meta-heuristics for real-time resource allocation
- Conducted rigorous statistical analysis of model robustness using Python and C#
- Identified critical performance thresholds where DRL agents outperformed traditional optimization in throughput and system recovery

Resource Allocation & Production Optimizer **Sep '25 - Present**

Personal | Rochester

- Formulated a Linear Programming (LP) model to solve complex resource allocation problems
- Engineered and deployed a full-stack web application that interfaces with the optimization engine, allowing users to define production targets and receive mathematically optimal factory schemas

Diabetic Patient Readmission Modeling **Oct '25 - Dec '25**

Rochester Institute of Technology | Rochester

- Designed and implemented an end-to-end machine learning pipeline to predict 30-day hospital readmission
- Handled data imbalance, feature engineering, and group-aware cross-validation to prevent patient leakage
- Evaluated models using clinically relevant metrics and cost-based thresholding modeling how changing real world costs drive model predictions