Michael Eaton

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Work experience

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

IT Technician   **Jun '14 - Aug '22**

Colbey Technologies | FAIRPORT, USA

- Provided outstanding customer service through diagnosing and resolving computer issues for individual clients and businesses
- Conducted on-site installations and configurations of computer systems for various local businesses
- Created and managed a user-friendly website for the company, using HTML and CSS, to expand its online presence and enhance customer engagement

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   **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: Selenium, FastAPI, React, Express.js, Unity, Git, AWS, GitHub
- Data/Monitoring: Database Design, Data consistency, ETL pipelines, API development

Projects

KitchenSync   **Nov '24 - Dec '24**

Rochester Institute of Technology |

- Implemented database schema and automated data flow for recipe/social posts using React, AWS, Express, and MongoDB
- Added additional modules for recipe tracking, pantry tracking, shopping list creation, recipe search integration with generative AI recipe recommendations

Sector Down Card API   **Sep '24 - Oct '24**

Rochester Institute of Technology |

- Directed the development of a full stack web project enabling CRUD operations for a card game using React, Node.js, and MongoDB to optimize functionality
- Built a fully functional and responsive frontend to elevate user experience
- Developed 50+ API endpoints, optimized backend data flows, and ensured consistency with automated SQL queries

Peaceland   **May '24 - Aug '24**

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- Orchestrated the development and integration of revolutionary game mechanics. Leveraged Unity game engine, C# programming language, and Agile development methodology in close collaboration with team members
- Engineered web services and backend integrations to optimize data flow and ensure data consistency utilizing Node.js and RESTful APIs

Project K9   **Jan '24 - May '24**

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- Guided a small team in conceptualizing and developing a 3D puzzle game using Unity, showcasing expertise in game design, team coordination, and problem-solving
- Designed game mechanics and puzzle elements to enhance game levels utilizing Unity for prototyping