

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

## Projects

### Stock Prediction

Sep '25 - Present

#### Personal | Rochester

- Built a stock price prediction pipeline in Python using scikit-learn, with feature engineering (lags, technical indicators) and multiple ML models
- Applied cross-validation, hyperparameter tuning, and model interpretation tools to evaluate performance and backtest trading strategies

### KitchenSync

Nov '24 - Dec '24

#### Rochester Institute of Technology | Rochester

- 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 | Rochester

- 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

#### Rochester Institute of Technology | Rochester

- 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