Michael C. Eaton

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Work experience

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

Confidential | REMOTE

- Performed technical QA on complex programming datasets to ensure code functionality and adherence to industry best practice
- Evaluated large-scale model outputs for logical consistency and multi-step reasoning
- Developed high-precision benchmark data used for model alignment and fine-tuning

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
- Constructed a basic CRM to streamline order fulfillment resulting in 22% reduction in time to ship
- Created and managed a user-friendly website for the company, using HTML and CSS

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 (NumPy, Pandas, Scipy), SQL (PostgreSQL, MySQL), C#, Java, JavaScript.
- **Optimization & Modeling:** Linear & Mixed-Integer Programming (LP/MIP), Stochastic Modeling, Metaheuristics (Genetic Algorithms, Simulated Annealing), Discrete Event Simulation.
- **Tools & Solvers:** Gurobi/CPLEX (Learning), PuLP/Pyomo, Unity3D (Digital Twins), Excel (Solver/VBA), PowerBI, FastAPI, Git, AWS/Azure.
- **Data Science & AI:** Deep Reinforcement Learning (Stable Baselines3), Statistical Inference, Monte Carlo Simulation, ETL Pipelines, Database Design.

Projects

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

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 relevant metrics and cost-based thresholding modeling how changing real world costs drive model predictions

Stock Prediction **Sep '25 - Nov '25**

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