Nadav Avital

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Education

University of California, Santa Barbara   **December 2024**

*B.S. Computer Science, GPA **3.98**, Graduated with **Highest Honors***

Relevant coursework: Data Structures, Algorithms, Compilers, Operating Systems, App Development and Projects, Computer Architecture, Virtual Reality, Cryptography, Human Computer Interaction, Statistics

Professional Experience

eBay, San Jose   **June-September 2024**

Software Engineering Intern – Core Technology, Payments
- Developed a new platform that transformed the checkout team's process for responding to customer feedback. Leveraged generative AI to perform sentiment analysis on received feedback, and built a modular, sentiment-driven, filterable dashboard. This solution allows the team to pinpoint key customer pain points, accelerating innovation and response times. Utilized internal APIs for AI, workflows, scheduling, SQL databases, Elasticsearch, React, and Grafana.

Anodot, Ra'anana   **June-September 2023**

Software Engineering Intern – Customer Success
- Developed a full-stack application using Python, HTML, CSS, JavaScript, MySQL, Redshift, BigQuery, and Google Cloud APIs to process GCP usage data. The application generates recommendations for the customer success team to enhance customer experience and optimize cloud resource utilization.

Projects

Split   **September-December 2024**

Created a React Native app that allows users to easily split their bills with friends. Implemented a social network within the app with user profiles and friend requests along with several APIs including image recognition and receipt parsing, as well as venmo integration.

Intelligrocery   **January-March 2024**

Developed a React Native app that connects to a recipe API, enabling users to manage their grocery and pantry lists. The app allows users to add ingredients directly from recipes to these lists, helping them save money, avoid overbuying, and keep track of available ingredients.

Sous Chef   **March-June 2024**

Developed a Virtual Reality app in Unity and C# that serves as a steak cooking simulator, guided by an AI assistant. It uses common tools like a thermometer to help users achieve the desired doneness, with the goal of translating these VR lessons into real-life cooking skills.

Skills

Programming languages: Python, JavaScript, C++, Swift, SwiftUI, C#, Java, HTML, CSS, SQL, NoSQL
Computer software/ frameworks: React, Grafana, OpenAI APIs, VSCode, Unity, Figma, Github
Languages: Fluent in English and Hebrew