

# Nadav Avital

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## Professional Experience

### eBay, San Jose

*Software Engineer – Core Technology, Payments*

**February 2025 - Present**

- Creating FeedbackLens, ebay's feedback sentiment analysis tool analyzing thousands of pieces of customer feedback every day with generative AI, as well as heading the new efforts to create a personalized checkout page for each user based on their shopping habits using reinforcement learning

*Software Engineering Intern – Core Technology, Payments*

**June-September 2024**

- 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.

## Education

**University of California, Santa Barbara**

**December 2024**

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

## Projects

### Record

**February 2025 - Present**

Creating a native Swift/SwiftUI app that connects to Apple Music and allows users to rank and review their favorite music and share it with friends. Uses MusicKit, MediaPlayer, and CloudKit.

### 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.

### 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