Raffael Davila

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PROFESSIONAL SUMMARY

Graduate Computer Science student with experience in full-stack development, systems programming, database design, and data visualization. Adept at problem-solving, unit testing, and writing documentation. Interested in practical software, visual/digital storytelling, and low/hardware level design.

EDUCATION

NYU Tandon School of Engineering - M.S. Computer Science [GPA 4.0] *New York, NY Expected May 2027*

- 2025 GEM University Fellowship Recipient
- Relevant Coursework: Big Data, Software Engineering, Information Visualization, Database Design

Yale University - B.S. Computer Science [GPA 3.51] *New Haven, CT* *May 2023*

- Relevant Coursework: Systems Programming, Operating Systems, Graphics, Parallel Programming

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TECHNICAL SKILLS

- **Languages:** Python, JavaScript, SQL, C/C#/C++, HTML/CSS
- **Tools & Frameworks:** Git, UNIX; JSX/React; Docker, Apache Spark, Django; GDB/Valgrind; OpenGL

EXPERIENCE

AI Trainer - Code Expert, *Handshake AI Fellowship* *January 2026 - Present*

- Developed and evaluated domain-specific prompts to assess the performance of large language models (LLMs) in coding and software development.
- Analyzed LLM outputs for scientific accuracy, clarity, and depth in specialized subfields.
- Contributed to improving AI understanding of programming through expert review and feedback.
- Conducted independent research to support prompt development and evaluation tasks.

Software Engineer Intern, *Dulcian, Inc.* *June 2021 - August 2021*

- Developed a Chromium-based browser extension using XML and SQL to automatically track billable time for health practitioners, improving accuracy by 40%.
- Independently wrote database cursors to rapidly prototype new features on a sample set of data.
- Led UI MVP for after-hours answering machine functionality, improving turnaround time by 40%.
- Presented product pitch at several client-facing meetings, including live demo.
- Collaborated with senior engineers on code reviews and feature testing ahead of client demos.

PROJECTS

Spaced-Interview Flashcards for Technical Interview Prep (In Progress) *Spring 2026*

- Building a browser-based flashcard app for LeetCode prep that schedules reviews using the SM-2 spaced repetition algorithm, generating personalized due dates from user performance.
- Modularized codebase to compartmentalize scheduling logic, UI, storage, and lower-level data structures to improve maintainability; utilized localStorage to simplify user experience.
- Created unit tests for scheduling edge cases (streak resets, interval changes, time-zone/date handling), improving reliability of due-card calculations.

Steam Sales Data - Information Visualization Final Project *Fall 2025*

- Wrote Python scripts to extract, clean, and reshape a large public dataset; produced analysis-ready tables and reproducible notebooks. Authored README to support replicating results/methodology.
- Built interactive charts to communicate findings to mixed technical and non-technical audiences.

“Pawfect Match” - Principles of Databases Final Project *Fall 2025*

- Designed, modeled, and created a database for a community organization. Validated ER diagrams and all entity relationships, including 1-1, 1-many, and many-many, across 12 database tables.
- Implemented a full-stack prototype for demonstrating the database. Wrote secure API routes and handled form validation to prevent code injection during database queries.