Eden Bensaid

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Computer engineer programming computers to learn from data, with experience in writing production software, leading teams and DJing.

Education	**Massachusetts Institute of Technology (MIT)**	Cambridge, MA
	Candidate for Master of Engineering with a concentration in AI.	February 2021
	Bachelor of Science in Computer Science and Engineering with a minor in Mathematics.	May 2020
	Cumulative GPA: 4.8/5.0	

Work Experience

IBM Watson
AI Research Intern   Cambridge, MA
                                                                                                                            June 2020-
                                                                                                                            Current
- Work with the Visual AI lab at IBM and Language & Intelligence lab at MIT to complete my Master's thesis in Multimodal Generative models for storytelling.

DeepMind
Software Engineer Intern   London, U.K
                                                                                                                            June 2019-
                                                                                                                            August 2019
- Designed, developed, tested and deployed an end-to-end internal project management system for organizing research at scale.
- Worked with stakeholders to collect needs, built an MVP, performed two rounds of user studies to a group of 30 users and a bug bash before deploying the product to production.
- Used TypeScript and Angular for the front-end, Java for the back-end, and Google tools for an efficient integration (such as Spanner, Stubby, Protocol Buffers and SQL).

Imperial College London, Department of Computing
Undergraduate Student Researcher   London, U.K
                                                                                                                            July 2018-
                                                                                                                            August 2018
- Worked with a research scientist to build a live experiment of man-in-the-middle attack and created a data visualisation that demonstrates the information leaked from our phones.
- Back-end, Python: worked with Wigle API, Open Street Maps API, MongoDB, and scraped websites.
- In charge of Front-end, JavaScript & ES6: followed responsive design guidelines, worked with Leaflet-react and React.

Leadership Experience

Electronic Warfare and Cyber Unit, Israeli Air Forces   Israel
First Lieutenant   2011-2016
- Mission commander on helicopters. Superior commander of 15 soldiers.
- Certificate of Excellence for outstanding service from Base commander (brigadier-general).

Projects
- LyricsAudioBoost: Lyrics Sentiment Analysis using Spotify & pre-trained BERT with a GRU fine-tuning layer.
- Artists Recommender: Neural and Content Based Recommendation system for your favorite artist.
- Furfect: Inception + Transfer learning to efficiently find your desired dog in shelters.
- Chromania: In a group of three built a 2D Unity SpeedRun game where the player must find the door to escape a dynamic maze.

Publication
Published in the *WWW conference, 2019: "UNVEIL: Capture and Visualise WiFi Data Leakages"* as a second author.

Skills

Software: Python, Java, R, TypeScript, JavaScript, SQL, Julia, C.
Courses: Natural Language Processing (NLP), Modeling with Machine Learning, Statistical Thinking & Data Analysis, Intelligent Multimodal UI, Software for Data Science, Creating Video Games.
Languages: Hebrew–native; English–academic proficiency; French-conversational.
Extracurricular: DJ and Electronic Music production, MIT Maker Workshop member.