

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) Candidate for Master of Engineering with a concentration in AI. Bachelor of Science in Computer Science and Engineering with a minor in Mathematics. Cumulative GPA: 4.8/5.0	Cambridge, MA February 2021 May 2020
Work Experience	IBM Watson <i>AI Research Intern</i> <ul style="list-style-type: none">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 <i>Software Engineer Intern</i> <ul style="list-style-type: none">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 <i>Undergraduate Student Researcher</i> <ul style="list-style-type: none">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.	Cambridge, MA June 2020- Current London, U.K June 2019- August 2019 London, U.K July 2018- August 2018
Leadership Experience	Israeli Air Forces <i>First Lieutenant</i> <ul style="list-style-type: none">Mission commander of airborne operations; Superior commander of soldiers.Certificate of Excellence for outstanding service from Base commander (brigadier-general).	Israel 2011-2016
Projects	<ul style="list-style-type: none">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 <i>WWW conference, 2019</i> : “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.	