Eden Bensaid

Data-driven engineer focusing on applied machine learning, with experience in writing full-stack software, leading teams, and DJing.

Education	**Massachusetts Institute of Technology (MIT)**	Cambridge, MA February 2021 May 2020

Master of Engineering with a concentration in Artificial Intelligence. (GPA: 5.0/5.0)

Bachelor of Science in Computer Science and Engineering with a minor in Mathematics. (GPA: 4.8/5.0)

Relevant coursework: Natural Language Processing (NLP), Modeling with Machine Learning, Statistical Thinking & Data Analysis, Intelligent Multimodal UI, Software for Data Science, Creating Video Games.

Work Experience

IBM Research — Cambridge, MA, June 2020-December 2020

AI Research Intern
- Completed my Master's thesis in Multimodal Generative models for storytelling with the Visual AI lab @ IBM, and the Language & Intelligence lab @ MIT CSAIL.
- Created a web-based demo, FairyTailor, for human-in-the-loop visual story co-creation, where users can create a cohesive children's story by weaving generated texts and retrieved images with their input.
- Used JavaScript and Vue for the client-side, Python and FASTAPI for the server, Pytorch, and hugginface for modeling, and IBM Cloud for deployment on GPU.

DeepMind — London, U.K, June 2019-August 2019

Software Engineer Intern
- Designed, developed, tested, and deployed an end-to-end internal project management system for organizing research at scale.
- Gathered stakeholders use cases from over 30 users, built an MVP, 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 — London, U.K, July 2018-August 2018

Undergraduate Student Researcher
- Worked with a research scientist to build a live experiment of a man-in-the-middle attack and created a data visualization that demonstrates the information leaked from our phones.
- Back-end: Python; worked with Wigle API, Open Street Maps API, MongoDB, and scraping websites.
- Front-end: JavaScript & ES6; followed responsive design guidelines, worked with Leaflet-react and React.

Leadership Experience

Israeli Air Force — Israel, 2011-2016

First Lieutenant
- Mission commander of airborne operations; Senior commander of soldiers.
- Certificate of Excellence for outstanding service from Base commander (brigadier-general).

Projects
- LyricsAudioBoost: Lyrics Sentiment Analysis using Spotify & pre-trained BERT Transformer with a GRU fine-tuning layer.
- Artists Recommender: Neural and Content-Based Recommendation system for your favorite artist.
- Furfect: Inception CNN + 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

Shubham Jain, Eden Bensaid, and Yves-Alexandre de Montjoye. Unveil: Capture and visualise wifi data leakages. In The World Wide Web Conference, WWW'19, page 3550–3554, New York, NY, USA, 2019. Association for Computing Machinery.

Skills

Coding Languages: Python, Java, TypeScript, JavaScript, R, SQL, Julia, C#.
Machine Learning Frameworks: pytorch, scikit-learn, huggingface, numpy, spacy, pandas.
Languages: Hebrew–native; English–academic proficiency; French-conversational.
Extracurricular: DJ and Electronic Music production, MIT Maker Workshop member.