

Elan Rubin

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Education

Drexel University

B.S. Computer Science – AI/ML & Systems Architecture Concentrations

Philadelphia, PA

Sept. 2023 – Jun. 2028

- **Advanced Coursework:** Data Structures & Algorithms, Object-Oriented Programming, Software Engineering, Advanced Programming Techniques, Mathematical Foundations of CS, Artificial Intelligence, Systems Programming

Technical Skills

Languages: C#, Java, Python, JavaScript, HTML/CSS, C, R

Technologies: Unity Game Engine, Git, VS Code, Visual Studio, Linux/Bash, AWS, Docker

Frameworks: React, Node.js, Express.js, MongoDB, REST APIs, WebGL

Methodologies: Agile/Scrum, Test-Driven Development, CI/CD, SOLID Principles

Professional Experience

ElanMakesGames - elanmakesgames.itch.io

Lead Software Engineer & Technical Director

Boulder, CO

2020 – Present

- Engineered and deployed **20+** live web applications using C#, Unity and WebGL, serving **75,000+** total users
- Maintained and updated site infrastructure, resulting in **+95%** uptime on full-stack web apps
- Managed development team to earn **Newgrounds Best Game Award**, managing complete product lifecycle

Munch Match

Technical Lead / Full-Stack Developer

Philadelphia, PA

Dec. 2023 – Jun. 2024

- Architected scalable Bootstrap application with AI-powered recommendations, achieving **85%** user satisfaction
- Implemented HTML/CSS and Javascript with MongoDB and RESTful APIs, reducing system latency by **40%**
- Managed **Agile** development team of 4, increasing sprint velocity by **30%** through improved workflow optimization

Legoco E-commerce - etsy.com/shop/Legoco

Technical Co-founder & Operations Lead

Boulder, CO

2019 – 2024

- Scaled operations to **\$125,000** in revenue with **40+** products, maintaining **4.95/5** average rating
- Developed automated inventory management system using Java, reducing manual processing time by **70%**
- Implemented data analytics pipeline for market research, leading to increased product success rates

Combinatorial Optimization Research

Lead Research Engineer

Boulder, CO

2021–2022

- Engineered simulation framework in C#, processing **1M+** data points for genetic algorithm analysis
- Published **51-page** research paper on optimization techniques and crossover operators

Technical Projects

- **EdEquity:** Developed scalable education platform using AWS Rekognition and Flask. Engineered custom LLM solution processing **200+** daily queries with **95%** accuracy.
- **BirderBase:** Architected ML-powered identification system using Azure Computer Vision and Node.js. Achieved **90%** accuracy in species classification. Implemented custom KNN clustering algorithm for visualization of bird distribution.
- **Healthcare Access Navigator:** Built full-stack healthcare mapping system using Leaflet.js and Firebase, serving **30+** facilities. Implemented custom geolocation algorithms reducing search time by **70%**.

Leadership & Achievements

- **PGM Global Game Jawn:** Led team to place **1st** among 75+ developers, delivering innovative game design
- **Philadelphia Social Justice Hackathon:** Secured **3rd** place for innovative healthcare solution and implementation
- **Drexel Game Developers Group:** Vice President, driving member engagement and retention
- **Academic Excellence:** Summa Cum Laude graduate (GPA: 4.75) — ACT: Top **2%** nationally