Elan Rubin

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Education

Drexel University   Philadelphia, PA
B.S. Computer Science – AI/ML & Systems Architecture Concentrations   *Sept. 2023 – Jun. 2028*

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

Professional Experience

BlackRock   Princeton, NJ
Separately Managed Accounts (SMA) Solutions - Tech Analyst   *Mar. – Sept. 2025*

○ Leveraged Python Pandas to accelerate automated processes, improving runtime of daily audit job by **80%**
○ Generated scalable report infrastructure with openpyxl, supporting portfolio managers' workflows
○ Contributed to enterprise-level optimizer system handling securities portfolio re-balancing

Legoco E-commerce - etsy.com/shop/Legoco   Boulder, CO
Technical Co-founder & Operations Lead   *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

Technical Skills

Languages: C#, Python, Java, JavaScript, HTML/CSS, C, SQL, R
Technologies: Azure Devops, Git, Unity Game Engine, 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

Technical Projects

ElanMakesGames - elanmakesgames.itch.io   Philadelphia, PA
Lead Software Engineer & Technical Director   *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

Combinatorial Optimization Research   Boulder, CO
Lead Research Engineer   *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

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 to reduce search time

Leadership & Achievements

• **Drexel Game Developers Group**: Vice President, driving member engagement and retention
• **Hack4Impact Drexel**: Front-end developer - architecting React native applications for non-profits
• **PGM Global Game Jawn**: Led team to place **1st** among 75+ developers, delivering on inventive game design
• **Philadelphia Social Justice Hackathon**: Secured **3rd** place for innovative healthcare solution and implementation