

Ezra Marks

69 Brown St, Providence, RI 02912 · ezra_marks@brown.edu · (802) 989-9587 · LinkedIn.com/in/ezramarks

EDUCATION:

Brown University

Providence, RI

B.S. Computer Science and A.B. Cognitive Science (4.0/4.0 GPA)

Expected Graduation May 2022

- **Relevant Coursework:** Computer Systems · User Interfaces and User Experience · Computer Vision

COMPUTING AND PROGRAMMING SKILLS:

- **Technical:** Proficient in Java, C | Familiar with HTML, CSS, JavaScript, React, L^AT_EX, Git, Linux, Python
- **Design:** Proficient in Photoshop, Premiere Pro, After Effects, WordPress | Familiar with Unity, Blender, Illustrator, Audacity, Figma

TECHNICAL EXPERIENCE:

Computer Science Teaching Assistant

Providence, RI

Integrated Introduction to CS Part II, Brown University

January 2020 - Present

- Mentor and tutor new CS undergrads 4 hours weekly, guiding core learning of data structures and algorithms
- Answer questions on object-oriented programming in Java and Scala and aid students in debugging
- Update course materials for class of 150 people and grade assignments for functionality and best practices

Lead Programmer

Providence, RI

Brown-RISD Game Developers, Brown University

September 2019 - December 2019

- Collaboratively programmed and designed 2D rhythm game using C#, Git, and Unity game engine
- Communicated technical limitations to designers, set realistic project goals, and mediated creative conflicts
- Developed user-friendly tool to accelerate level design, beating release deadline with ambitious final product

Web Developer, Object Recognition Intern

Middlebury, VT

Fair Trade Electronics Recycling

June 2019 - August 2019

- Built 2 new company websites with modern and responsive design to improve user experience and SEO
- Overhauled web and email hosting system to cut annual costs by 75%
- Evaluated product photography system and identified improvements for automation via object detection

COMPUTER SCIENCE PROJECTS:

Tea Shop – Interactive Online Store

December 2019

- Responsive online shop interface, programmed using React, JavaScript, HTML, and CSS. Customers can easily sort and filter tea options to fit their niche. Built with principles of user interface and user experience design.

Search – Internet Search Engine

March 2019

- Two-part search engine, programmed in Scala and Java. Indexer pre-processes web corpus using term frequency and PageRank algorithm. Querier prints top 10 search results based on user's free text query.

Reduce Food Waste – MathWorks Math Modeling Challenge Finalist

June 2018

Team: Ezra Marks, Janet McIntosh, Bastiaan Phair, Julian Schmitt, Laura Whitley

- Math paper detailing my team's models of U.S. food waste for determining how best to tackle food insecurity. Awarded \$1,000 for innovative cost-benefit analysis.

HOBBIES AND INTERESTS:

- **Languages:** Conversational Spanish
- **Interests:** Animal Photography · Sleep Research · Laser Cutting · Home Automation · Happiness Psychology