Ezra Marks

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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:** UI/UX · Computer Graphics · Computer Systems · Computer Vision · Psych in Business
- **Current Research:** Brown Human-Computer Interaction Lab, Undergraduate Researcher

EXPERIENCE:

Software Engineer Intern Remote

Beacon Biosignals *February 2020 - August 2020*

- Built responsive front end for online EEG viewer using JavaScript/TypeScript, React, GraphQL, HTML/CSS, Docker
- Developed efficient data structures and algorithms to smoothly render 1,000s of interactive UI elements
- Overhauled React/GraphQL local state management to increase development speed and app performance
- Collaborated in remote Scrum team, providing code review and helping to onboard new full-time developers

Computer Science Teaching Assistant Providence, RI

Integrated Introduction to CS, Brown University *January 2020 - May 2020*

- Taught core principles of data structures, algorithms, and debugging to Brown CS undergraduates
- Graded Java and Scala coding assignments for functionality, style, and object-oriented design

Lead Programmer Providence, RI

Brown-RISD Game Developers, Brown University *September 2019 - December 2019*

ezramarks.com/projects/rhythm-witch

- Collaboratively programmed and designed 2D rhythm game using C# 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

PROJECTS:

Fractal Forest – Interactive Fractal Tree Generator *June 2020*

ezramarks.com/portfolio/fractal-forest

- Interactive art piece built using JavaScript and Processing; watch procedurally-generated fractal trees grow into a fractal forest, or click to plant a seed of your own

No Strobe – Video Augmentation for Photosensitive Epilepsy *May 2020*

Team: Isabel Lai, Ezra Marks, Alex Ryan *github.com/ezramarks/epilepsy-video-augmentation*

- Real-time video processing to detect and remove seizure triggers for viewers with photosensitive epilepsy; built using Python, NumPy, and OpenCV

Reduce Food Waste – MathWorks Math Modeling Challenge Finalist *June 2018*

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

- Math paper exploring how best to tackle food insecurity in the U.S. through mathematical modeling; presented at Jane Street and awarded $5,000 for innovative cost-benefit optimization

SKILLS:

Programming: Most experienced with JavaScript, Python, Java, React, HTML/CSS, Git, Linux
Some experience with C, C++, Julia, GraphQL, Docker, Unity

Design: Figma, Photoshop, Illustrator, Premiere Pro, After Effects, Blender, WordPress
UI/UX design, gamification (human-focused design)