Eli Berkowitz

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EDUCATION

Clark University: Worcester, MA — Aug 2024 - Current
Masters of Fine Arts in Interactive Media

Brown University: Providence, RI — Sep 2015 - May 2019
Bachelors of Science in Applied Mathematics

WORK EXPERIENCE

Research Assistant — June 2024 - Sep 2024
Zelma - Brown University — *Providence, RI*

- **Software engineer**: Contributing to zelma.ai, an AI tool for querying American student test data.

Software Engineer — Apr 2020 - Feb 2024
Benchling — *San Francisco, CA*

- **Web development**: Implemented full-stack features for Benchling, a platform that accelerates Life Sciences R&D.
- **Project lead**: Co-led cross-team projects for building new data analysis product features.
- **Guilds**: Participated in Design Systems and Product Analytics guilds, contributing to guidelines and code reviews.
- **Mentor**: Acted as an onboarding mentor for new engineers on my team.
- **Platform improvements**: Independently drove several organization-wide developer experience improvements.

Software Engineer — Sept 2019 - May 2020
Bard College Citizen Science — *Annandale-on-Hudson, NY*

- **Web development**: Built a web application for faculty and 200+ students to record, analyze, and manage image-based scientific water sample data.

Head Teaching Assistant — Jun - Dec 2018
CSCI 0111 - Computing Foundations: Data - Brown University — *Providence, RI*

- **Course development**: Developed assignments for a new introductory computer science course at Brown.
- **Leadership**: Co-led a team of undergraduate teaching assistants.
- **Student feedback**: Received very positive feedback from students. Written feedback available upon request.

Teaching Assistant — 2017 - 2019
Computer Science Department - Brown University — *Providence, RI*

- **Student instruction**: Held weekly office hours, ran learning labs, and helped students with coursework
- **Course administration**: Graded student coursework and helped improve assignments and projects.
- **Courses**: TA'd three different Computer Science courses.

Mentor, Trip Leader, Manager — Jan 2017 - May 2019
Brown Outdoor Leadership Training (BOLT) - Brown University — *Providence, RI*

- **Mentor**: Trained leaders in facilitation, mentorship, and technical skills to lead backpacking trips (2018, 2019).
- **Food Manager**: Purchased, organized, and divided food for 18 backpacking trips in the White Mountains.

Research Experiences for Undergraduates Student Intern — Jun - Aug 2016
LIGO Scientific Collaboration, Louisiana State University, Dr. Gabriela Gonzalez (mentor) — *Baton Rouge, LA*

- **Data analysis**: Characterized transient noise in the LIGO detectors.

PROJECTS

Downup: Built and maintain a hobby website (downup.app) for communities to do goal-oriented challenges together. The December 2023 challenge has totaled 37,000 collective pushups! Stack: Next.js, Postgres, Redis, Twilio.

Brown University Grading App: Wrote software and a web application to manage assignment hand-in and grading for computer science courses at Brown, used by over 500 students in three different courses. Stack: Flask, JQuery.

Exosim: Exoplanet simulator (exosim.netlify.com). Shows stars' light graphs as planets obscure them. Stack: P5.js.

SKILLS & INTERESTS

Programming Languages: Python, Javascript/Typescript, C#, Java, Scala, MATLAB, Bash, Arduino (C), GLSL.
Frameworks: Google Cloud Platform, React, Flask, Postgres, GraphQL, three.js, Git, Docker, p5.js, jQuery, LaTeX.
Languages: English (native), Portuguese (advanced), German (beginner).
3D Modeling & Game Development: Maya, Blender, Unity.