

Eli Berkowitz

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EDUCATION

Clark University

Master of Fine Arts in Interactive Media

Worcester, MA

Aug 2024 – Present

Brown University

Bachelor of Science in Applied Mathematics

Providence, RI

Sep 2015 – May 2019

GAME EXPERIENCE

Cognitive · Lead Programmer, Co-Leader, Producer

Clark University Game Studio (Unity, C#)

Worcester, MA

September 2025 - Present

- Lead gameplay programming: implementing item interaction logic (pickup, examine, drop, break), puzzle mechanics (circuits, energy gun, moving platforms), player movement (first-person), UI/UX menus, cutscenes.
- Co-leading a team of 8 artists and developers on a 3D portal-like puzzle platformer; oversee sprint planning, production workflow, and milestone coordination.

Slimeware Studios · Gameplay & VFX Programmer

Unsent – Steam Early Access (Unreal Engine 5)

Worcester, MA

June 2025 – October 2025

- Rewrote the game's collectible system and supporting VFX and UI.
- Overhauled the game's UI/UX (Shop, HUD, menus, navigation flow).
- Polished gameplay feel: Refined platforming with coyote frames and jump buffering and added VFX.

Ouroboros · Gameplay Programmer

Clark University Game Studio (Godot, C#)

Worcester, MA

September 2024 - May 2025

- Programmed core systems: movement, weapons, shops, and UI/UX.
- Implemented gameplay interactions and contributed supporting VFX.

WORK EXPERIENCE

Freelance Game & Software Engineer

- **Partly:** Programming for a fractional-work platform (React, Typescript, Vue, Django).
- **Downup:** Founder of a community fitness challenge site; over 100,000 pushups logged! (Next.js, Postgres, Redis).
- **Elsewhere:** Built a prototype for *Creatures*, a multiplayer Discord-based card game (React, Colyseus).
- **Education Data Center:** Contributed to *Zelma*, an AI tool for querying U.S. student test data (Next.js, OpenAI).

Benchling

Software Engineer

San Francisco, CA

Apr 2020 – Feb 2024

- Implemented features for life-sciences R&D platform and co-led cross-team development of new data analysis features.
- Improved developer experience through internal tooling and documentation.

Bard College Citizen Science

Software Engineer

Annandale-on-Hudson, NY

Sept 2019 – May 2020

- Built an application for recording, analyzing, and managing image-based water sample data.

Brown University

Head Teaching Assistant

Providence, RI

Jun – Dec 2018

- Developed assignments for a new introductory Computer Science course and co-led the TA team.

SKILLS

Programming: Python, C#, C++, Typescript, Java, Scala, MATLAB, GLSL, HTML/CSS.

Game Development & 3D Art: Unreal Engine, Unity, Godot, Blender, Houdini, Maya, Substance Painter/Designer.

Frameworks/Tools: React, Vue, Django, Flask, Postgres, GraphQL, three.js, Git, Docker.

Languages: English (native), Portuguese (advanced), German (beginner).