

Eli Berkowitz

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WORK EXPERIENCE

Software Engineer

Zelma - Brown University

June 2024 - Sep 2024

Providence, RI

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

Software Engineer

Benchling

Apr 2020 - Feb 2024

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 developer experience improvements, including Typescript and linting upgrades, upgrading and adding new UI Library components, and implementing a hosted Storybook.

Software Engineer

Bard College Citizen Science

Sept 2019 - May 2020

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

CSCI 0111 - Computing Foundations: Data - Brown University

Jun - Dec 2018

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

Computer Science Department - Brown University

2017 - 2019

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

Brown Outdoor Leadership Training (BOLT) - Brown University

Jan 2017 - May 2019

Providence, RI

- **Mentor:** Trained leaders in facilitation, mentorship, and technical skills to lead backpacking trips (2018, 2019).
- **Leader:** Received 200 hours of training to lead a 5 day backpacking trip with 8 college students.
- **Food Manager:** Purchased, organized, and divided food for 18 backpacking trips in the White Mountains.

Research Experiences for Undergraduates Student Intern

LIGO Scientific Collaboration, Louisiana State University, Dr. Gabriela Gonzalez (mentor)

Jun - Aug 2016

Baton Rouge, LA

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

EDUCATION

Brown University: Providence, RI

Bachelors of Science in Applied Mathematics

Sep 2015 - May 2019

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, L^AT_EX.

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

3D Modeling & Game Development: Maya, Blender, Unity.