

Eli Berkowitz

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EDUCATION

Clark University: Worcester, MA
Masters of Fine Arts in Interactive Media

Aug 2024 - Current

Brown University: Providence, RI
Bachelors of Science in Applied Mathematics

Sep 2015 - May 2019

WORK EXPERIENCE

Elsewhere
Game Programmer (contract)

October 2024 - Current

- Game programming for a new multiplayer web-based card game. Tools: React, Colyseus. Game is unreleased.

Partly
Software Engineer (contract)

December 2024 - Current

- Contributing to Partly, a platform that enables fractional work for tech companies. Tools: Vue, Django.

Zelma
Software Engineer (part time)

June 2024 - August 2024

- Contributed to zelma.ai, an AI tool for querying American student test data. Tools: NextJs, OpenAI.

Benchling
Software Engineer

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 organization-wide developer experience improvements.

Bard College Citizen Science
Software Engineer

Sept 2019 - May 2020

Annandale-on-Hudson, NY

- Built an application for faculty and students to record, analyze, and manage image-based scientific water sample data.

Brown University
Head Teaching Assistant - Computing Foundations: Data

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.

Brown Outdoor Leadership Training
Mentor, Trip Leader, Manager

Jan 2017 - May 2019

Providence, RI

- Led backpacking trips, mentored new leaders, and organized trips for 180+ students.

LIGO Scientific Collaboration, Louisiana State University
Research Experiences for Undergraduates Student Intern

Jun - Aug 2016

Baton Rouge, LA

PROJECTS

Ouroboros: Building a 1st person rogue-like shooter game in studio class at Clark. Tools: Godot/C#, Blender, Substance Painter. Personal responsibilities: Player movement, VFX, weapons and upgrades systems, UI/UX, 3D art assets.

Downup: Built and maintain a hobby website (downup.app) for communities to do goal-oriented challenges together. The December 2023 challenge 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, Typescript, C#, C++, Java, Scala, MATLAB, GLSL, HTML, CSS.

Frameworks: React, Vue, GCP, Flask, Django, Postgres, GraphQL, three.js, Git, Docker, p5.js, JQuery, L^AT_EX.

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

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