

# Eli Berkowitz

Boston, MA

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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

### 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).
- Implemented and polished gameplay feel: VFX for main character/enemy actions and refined platforming with coyote frames and jump buffering.

### Cognitive · Co-Leader, Producer & Lead Programmer

*Clark University Game Studio (Unity, C#)*

Worcester, MA

September 2025 - Present

- Co-leading a team of 8 artists and developers on a 3D portal-like puzzle platformer; oversee sprint planning, production workflow, and milestone coordination.
- Lead gameplay programming: implementing interaction logic, puzzle mechanics, player movement, UI/UX, cutscenes.

### 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).