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

Elsewhere — October 2024 - Current
Game Programmer (contract)
- Game programming for a new multiplayer web-based card game. Tools: React, Colyseus. Game is unreleased.

Partly — December 2024 - Current
Software Engineer (contract)
- Contributing to Partly, a platform that enables fractional work for tech companies. Tools: Vue, Django.

Zelma — June 2024 - August 2024
Software Engineer (part time)
- Contributed to zelma.ai, an AI tool for querying American student test data. Tools: NextJs, OpenAI.

Benchling — Apr 2020 - Feb 2024
Software Engineer — *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 — Sept 2019 - May 2020
Software Engineer — *Annandale-on-Hudson, NY*
- Built an application for faculty and students to record, analyze, and manage image-based scientific water sample data.

Brown University — Jun - Dec 2018
Head Teaching Assistant - Computing Foundations: Data — *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 — Jan 2017 - May 2019
Mentor, Trip Leader, Manager — *Providence, RI*
- Led backpacking trips, mentored new leaders, and organized trips for 180+ students.

LIGO Scientific Collaboration, Louisiana State University — Jun - Aug 2016
Research Experiences for Undergraduates Student Intern — *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: Google Cloud Platform, React, Flask, Postgres, GraphQL, three.js, Git, Docker, p5.js, jQuery, LaTeX.
3D Modeling & Game Development: Maya, Blender, Unity, Houdini, Godot, Substance Painter, Unreal Engine.
Languages: English (native), Portuguese (advanced), German (beginner).