Eli Intriligator

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EDUCATION

Tufts University, Medford, MA   **May 2023**
- *Bachelor of Science in Computer Science*
- *Bachelor of Science in Science, Technology, and Society*
- **Honors:** Phi Beta Kappa, *summa cum laude*, Dean's List (all semesters)

WORK EXPERIENCE

Full Stack Engineer   Sep 2021 – May 2022

Tufts JumboCode (Student Organization), Medford, MA
- Built event management web app for a nonprofit in collaboration with an Agile team of 10, connecting 1000+ families to vital community programs (React, JavaScript, Next.js).
- Spearheaded login, filter, and registration features, delivering 10+ backend components on time (Firebase).

Software Engineer in Computer Science Research Lab   Mar 2021 – Jan 2022

Tufts University, Medford, MA
- Created VR prototype to explore novel pattern detection methods in high-dimensional datasets, a core feature of a $1M project funded by the Department of Defense (Unity, C#).
- Piloted CSV data visualization tool, enabling complex trend analysis by manipulating 100K+ particles.

Software Engineer in Human Factors Research Lab   Jun 2020 – Mar 2021

Tufts University, Medford, MA
- Engineered simulation of a TSA baggage screening application to evaluate the UX of new hardware devices, a central aspect of a $1M grant from the Department of Homeland Security (Unity, C#).
- Facilitated input from 5 unique devices, integrating telemetry features to log key user performance metrics.
- Deployed simulation for usability testing, spurring a 20% reduction in baggage search time at Logan Airport.

Software Engineering Intern   May 2019 – Aug 2019

Lexiwave Technology, Lexington, MA
- Designed object-detection algorithm for new radar modules, improving fire safety and climate control systems in 5+ indoor shopping malls as part of a technology partnership with Infineon (C).

PROJECTS

Portfolio Website   Oct 2023
- Crafted website with responsive layout, sleek animation, 2 themes, and a contact form (TypeScript, Tailwind).
- Leveraged Server-Side Rendering and Server Actions to slash initial page load time by 15% (Next.js).

Sleep Tracker API   Jun 2023
- Developed scalable RESTful API for a sleep tracker application, defining 5 endpoints to handle client requests to log sleep data, deliver reports, and analyze trends (Flask, Python).
- Implemented database with CRUD operations and containerized to deploy 20% faster (PostgreSQL, Docker).

2D Puzzle Platformer Game   Oct 2022 – Dec 2022
- Conceived and pitched game to 50+ students; selected by vote to manage dedicated development team.
- Led a team of 6 in building the game in Unity, including functionality, mechanics, art, and sound design.
- Pioneered development of 5+ core features, including movement, physics, and lighting effects (C#).

SKILLS

Programming Languages: Python, C++, C#, C, JavaScript, TypeScript, CSS, HTML, SQL, Bash
Frameworks & Technologies: React, Next.js, Git, Jira, Flask, Docker, Tailwind, RESTful API, Agile Development
Databases: PostgreSQL, Firebase
Software Packages: Unity, Xcode, Visual Studio Code, GDB, Wireshark, Vim