Eli Intriligator

San Francisco, California | linkedin.com/in/eintri | e.intril.net

EDUCATION

Tufts University, Medford, MA **May 2023**

- *Bachelor of Science in Computer Science and STS (Science, Technology, and Society)* GPA: 3.95/4.00
- **Honors:** Phi Beta Kappa, *summa cum laude*, Dean's List (all semesters)

WORK EXPERIENCE

Full Stack Engineer Sep 2023 – Present

Carmel Research Center, Santa Monica, CA

- Independently built and launched a professional website for a space physics company, enabling researchers to share findings with 20+ collaborators and advertise services to industry clients (WordPress, HTML, CSS).
- Cut page load time by 40% using caching and compression, improving user experience and SEO rankings.
- Deploy regular updates to ensure site provides accurate content and robust access to 140+ journal articles.

Full Stack Engineer Sep 2021 – May 2022

Tufts JumboCode (Student Organization), Medford, MA

- Collaborated with an Agile team of 10 to develop and ship an event management web app for a human services nonprofit, connecting 1000+ families to vital community programs (React, JavaScript, Next.js).
- Engineered 10+ backend components for registration, login, authentication, and filtering events (Firebase).
- Autonomously implemented 4 frontend interface elements, including a responsive event display card (CSS).

Software Engineering Intern in Computer Science Research Lab Mar 2021 – Jan 2022

Tufts University, Medford, MA

- Single-handedly architected and developed 3 VR prototypes to test new techniques for high-dimensional data analysis – core deliverables for a $1M research project funded by the Department of Defense (Unity, C#).
- Iteratively refined prototype features and user experience in collaboration with a cross-functional team of 6.
- Piloted a data visualization tool to map complex trends from CSV files onto 100K+ particles in real time.

Software Engineering Intern in Human Factors Research Lab Jun 2020 – Mar 2021

Tufts University, Medford, MA

- Helped drive a 20% reduction in TSA baggage search time at Logan Airport by building a bag screening simulator for usability testing, improving the travel experience for over 17M passengers each year (Unity, C#).
- Rapidly prototyped the simulator and iterated its architecture, functionality, and interface based on feedback from a multidisciplinary team of 7; project funded by a $1M grant from the Department of Homeland Security.
- Created a cross-platform input system to maintain a consistent user experience across 5 unique hardware devices, integrating telemetry features to reliably collect usability test data on 4 key metrics.

PROJECTS

Driver's License Scanner (Link) Feb 2024

- Spearheaded a client-side web app to scan driver's licenses using their 2D barcode (React, TypeScript, Vite).
- Integrated 3 open source libraries to enable webcam access, high-accuracy scanning, and reliable parsing.

Portfolio Website (Link) Oct 2023

- Crafted a website with dynamic layout animation, 2 themes, and a contact form (React, TypeScript, Tailwind).
- Slashed page load time by 15% by leveraging Server-Side Rendering and Server Actions (Next.js).

Sleep Tracker API Jun 2023

- Developed a scalable, performant, and secure 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 a database with CRUD operations, containerizing to deploy 20% faster (PostgreSQL, Docker).

SKILLS

Programming Languages: JavaScript, Python, C#, CSS, TypeScript, HTML, SQL, C++, C, Shell Scripting

Frameworks & Technologies: React, Next.js, Git, Jira, Flask, Docker, Tailwind, Vite, REST, Containerization

Databases: PostgreSQL, Firebase, MySQL

Software Packages: Unity, Xcode, Visual Studio Code, WordPress, Vim