Eliezer Mauskopf

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PROFESSIONAL EXPERIENCE

Software Engineer, BluePathLabs   Summer 2020 - January 2022

- Built key visualization tools to help users synthesize and process information returned from high volume search queries
- Worked on internal APIs on top of microservice architecture leveraging node, postgresql and ElasticSearch to power search and filtering functionality
- Architected and built several microservices to serve critical functionality

Software Engineering Intern, TCGplayer   Summer 2019

- Part of the Marketplace team, primarily focused on fullstack engineering (using Vue, .NET API, Microsoft SQL server + entity framework backend), including re-engineering critical search function features and improving web performance (decreased unnecessary API calls by 75%).
- Built internal payments API (using Braintree) as a backend for a new product.
- Programmed and launched an internal employee catalog, making it easier for employees to meet and collaborate with each other; actively used by 200+ employees.

PROJECTS

Project Ghost, Developer, https://play.unity.com/mg/other/webgl-builds-228631   March - August 2022

Built and designed 2D sidescroller with melee and ranged combat, varied enemy types, A star pathing, open ended levels, challenging platforming, dialogue system, health and stamina system, checkpoint and inventory system.

- Technologies used: Unity, C#, Audacity

Mode Cat, Developer, https://play.unity.com/mg/other/webgl-builds-149727   February 2022

Built and designed top down 3D shooter where player fends off ever increasing horde of enemies with lasers and collects food items to increase their score.

- Technologies used: Unity, C#

Valstratz, Developer   June 2020

Built and designed web app that allows players of the competitive shooter Valorant to visualize strategies and positioning by drawing and moving icons over images of in game maps.

- Technologies used: React, Javascript, Heroku

EDUCATION

Bucknell University   Graduated May 2020

Bachelor of Science, Computer Science

SKILLS

C#, Unity, Javascript, C, C++, Linux, Python, Postgres, Express, Github, Plastic SCM