Elise Carman

1879 14th ave, San Francisco, CA 94122 415-361-6996 elise_carman@brown.edu
linkedin.com/in/elise-carman-9914b6154 github.com/elisecarman elisecarman.github.io

Education

Brown University GPA: 4.0 **Sep. 2024 – May 2025 (ongoing)**
Master of Science in Computer Science – Artificial Intelligence and Machine Learning track *Providence, RI*

Brown University GPA: 3.9 **Sep. 2019 – Dec 2023**
Bachelor of Science in Computer Science – Systems and Security track *Providence, RI*

Relevant Coursework

- Database Management Systems
- Self Supervised Learning
- Deep Learning
- Operating Systems
- Compilers and Program Analysis
- Real Time and Embedded Software
- Software Security and Exploitation
- Blockchains and Cryptocurrencies
- Computer Systems
- Data Structures and Algorithms
- Design and Analysis of Algorithms

Experience

Anaplan | *Software Engineer Intern* **June 2022 – August 2022**

- e2e Testing with Cucumber and Puppeteer: Increased test coverage by 17%, ensuring greater reliability and reducing post-deployment defects by 6%.
- CI/CD Pipelines: Contributed to optimizing CI/CD processes using Jenkins and Tilt, reducing manual interventions by 10% and streamlining deployment workflows, leading to more consistent releases.
- Container Architectures: Assisted in managing containerized applications using Docker and Kubernetes, improving deployment efficiency by 15% and enhancing scalability with minimal downtime.

Elevance Health | *Software Engineer Intern* **February 2022 – May 2022**

- UI Prototype with React and Electron Forge: Delivered a functional prototype that reduced development time by 35% for the production team, enhancing user experience and product usability.

Elevance Health | *Software Engineer Intern* **June 2021 – August 2021**

- Mobile UI Prototype with XCode and Swift: Decreased time to market by 28% by rapidly building a V0 prototype, contributing to a more user-centric product design.

Projects

CAIG- an Information Retrieval System | *Python, LLM, RAG* **ongoing**

- Designing an information retrieval system and synthesizer leveraging LLMs and Retrieval-Augmented Generation (RAG) to facilitate navigating climate research. Project led in collaboration with the IPCC.

Snark- a React multiplayer game | *JavaScript, CSS, HTML, Node.js, Express, Socket.io* **2023**

- Designed the full stack and UX design of a multiplayer web application game with up to 7 players.

Weenix- an operating system | *C* **2023**

- Delivered an operating system with processes and threads scheduling, device drivers, terminal emulation, a file system, a polymorphic file system support, and a virtual memory.

BrunoCoin- a non-optimized basic cryptocurrency- class project | *GoLang* **2022**

- Supported basic principles of a cryptocurrency: transactions, transactions/blocks broadcasting, mining, validation, blockchain maintenance.

Game Development with Brown RISD Game Developers | *C#, Unity* **2022 - 2024**

- Atlas Swing – a Unity Game – winner of the 2022 NYC Game Jam by Geopipe.
- Augustine at Home – a Unity Game.

Technical Skills

Languages: Python, GoLang, Java, C, C#, HTML/CSS, JavaScript/Typescript, SQL
Technologies: React, Node.js, Next.js, Express, MongoDB, PyTorch, TensorFlow, Linux, Jenkins, GitHub, Agile, OOP, RESTful APIs, Docker, Kubernetes

Leadership / Extracurricular

Steven Bach's Machine Learning research group | *Research Assistant* **2024 – 2025**
Fashion @ Brown | *Design Director* **2021 – 2024**

- AWARDED: 2023 Student Group of the Year

Brown RISD Game Developers | *Programmer* **2022 – 2024**

- AWARDED: 2022 NYC Game Jam Grand Prize

Brown Women's Crew | *D1 athlete* **2020 – 2022**

- AWARDED: 2021 CRCA Scholar Athlete Honor