Elliot Boschwitz

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Experience

Microsoft, Redmond, WA – *Data Scientist, April 2017 – Present*

- Overseeing creation of internal web app which automates triaging of feedback from online forums. 39 new bugs were discovered in closed two-week trial for two teams. Created model for classifying feedback to feature teams. Engineered data pipeline to automate collection of feedback data. Currently designing and engineering full web service.
- Currently leading the data science effort for all Windows Server feedback analytics. Collaborating with engineering and data science teams to augment existing pipelines for accommodating Server-specific data. Current accomplishments include Microsoft's first automated feedback stream for issues found on GitHub, and introducing 112 new categories for feedback classification.

Microsoft, Redmond, WA - *Program Manager, August 2015 – April 2017*

- Created internal web app that generated more than 10k views within 5 months of its conception, fixing cross-team document discoverability within the org. Prioritized features for development and developed entire front-end.
- Created Windows Server and Azure Stack's first sentiment analysis reports, using data parsed from social media and blogs. Worked with engineers to incorporate Natural Language Processing and prioritized feature development.
- Identified and fixed deployment failures with Azure Stack by investigating usage telemetry. Informed leaders of deployment issues, leading to a complete overhaul in the product's scope for its initial launch.
- Adopted product ownership for internal data management tool. Interviewed a dozen internal teams to understand product usage and researched competition to determine product viability. Determined product could be retired with minimal impact on customers, which helped our team reallocate 5 engineers and 1 PM to new projects.

High 5 Games, New York, NY - *Software Engineer Intern, June – August 2014*

- Increased support team efficiency by creating UX and developing front-end for an internal customer service tool.
- Introduced and programmed company's first HTML-based front-end gaming platform. Utilized faster animation and performance than current offerings to help company transition from outdated Flash technologies.
- Worked with teams to strategize UX improvements for company's web services to increase my exposure to UX design.

Education

University of Pennsylvania - *Bachelor of Arts, September 2011 – May 2015*

- Majors: Computer Science; Cognitive Science, concentrating in Computations and Cognition

Skills and Awards

- Proficient in Python, Java, Javascript, jQuery, HTML, CSS, SQL, Power BI
- Won "Best Use of a Connected Data Model with a Graph Database" at PennApps Fall 2013 for "Samaritan"

Personal Projects

- Data analytics web app for restaurant managers that computes sentiment analysis per topic over aggregate of online reviews.
- News aggregator powered by Reddit that uses NLP to create automated summaries of articles.

- Chrome extension that displays detailed information from Wikipedia, YouTube, or Google Images based on highlighted information.
- iPhone app that narrates upcoming day's weather as the user wakes up.
- Android app for Penn students that dispatches distress signal to police when student is in danger.