

Elliot Boschwitz

elliott.boschwitz@gmail.com · elliottboschwitz.com

Experience

Microsoft, Redmond, WA – *Program Manager/Data Scientist, August 2015 – Present*

Project Rome – *Program Manager, February 2018 – Present*

- PM lead for Command Channel Service, which enables iOS, Android, and Amazon device connectivity with Windows. Managed feature development for Microsoft's next generation of "connected devices", including Android texting from Windows, Amazon Echo interactivity with Xbox, and others. CCS delivers 500,000 monthly commands and is currently in beta.
- Leading a collaborative effort across 5 teams to create divisional-wide business intelligence reporting views. Identified requirements, created a roadmap, and scheduled work across 5 product teams in the division. This work will enable team leads to provide measurable value to company executives, as well as create a future product pricing strategy.

Windows Server – *Program Manager, August 2015 – April 2017 & Data Scientist, April 2017 – February 2018*

- Created internal web app that generated more than 10k views within 5 months of its conception, fixing cross-team document discoverability within the org. Identified requirements and developed entire front-end.
- 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.
- Created an issue-management web app to help Windows teams identify and triage bugs. Helped 8 teams save time and resources by automating ingestion of forum posts, identification of new and trending issues, and bug triage process. Currently oversee design and development of web app.
- Led data science effort for Windows Server feedback analytics. Designed and built first-story detection system that identifies new issues by calculating cosine similarity of Word2vec vectors. Created an emerging topics detection model for identifying trending issues. These systems helped Windows Server teams prioritize bug fixes and new features for development.

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.

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, Swift, 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

- Lob: an iPhone app that delivers real-time sports highlights (launching September 2018, in private beta).
- Machine learning model that beats Vegas odds on the lines of NBA scores by 56%.
- Data analytics web app for restaurant managers that computes sentiment analysis per topic over aggregate of online reviews.
- Readit: news aggregator web app that creates automated summaries of articles.
- 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.