

# Elliot Boschwitz

San Francisco, CA · (415) 971-9550

[elliotboschwitz.com](http://elliotboschwitz.com)

[elliot.boschwitz@gmail.com](mailto:elliot.boschwitz@gmail.com)

[ellbosch](#)

[elliotboschwitz](#)

## Experience

### **Stitch, San Francisco, CA** – Co-Founder, Lead Engineering Architect, Oct 2021 – Present

*Stitch is the first visual programming language powered by an LLM, enabling rapid iOS prototyping.*

[stitchdesign.app](http://stitchdesign.app) [github.com/StitchDesign/Stitch](https://github.com/StitchDesign/Stitch)

#### Platform Architecture

- Architected in native Swift the visual programming language (VPL) powering Stitch, supporting hundreds of modular nodes. Managed a 3-person dev team.
- Built a unified front-end media pipeline for audio, video, microphone, camera, image, and AR in a single extensible framework, delivering real-time performance with strong memory and thread safety.
- Designed a document migration system that preserved user data over dozens of major schema changes.

#### Real-Time Graph Engines

- Designed and implemented the first AR and 3D prototyping system in a design tool, enabling users to simulate and manipulate environments in seconds instead of hours.
- Developed graph evaluation algorithms and optimized node-queuing system supporting cyclic and infinite loops while maintaining 120 FPS, critical for real-time simulation and media workflows.

#### AI & Product Leadership

- Led the company's shift to an AI-first product, owning a 3-month roadmap that shipped the first LLM integrated directly into a VPL environment, dramatically increasing designers' prototyping speed.
- Drove customer outreach and community programs; turned user feedback into roadmap priorities that became our AI pivot.

### **Microsoft, Redmond, WA** – Software Engineer II / Program Manager, Aug 2015 – Oct 2021

#### Lobe – Software Engineer II, May 2020 - Oct 2021

- Developed front-end experiences for Lobe, a no-code machine learning app. Contributed to Lobe's Electron app, iOS app, and website for public preview release. Tech stack included TypeScript, Node.js, React, Redux, Python, HTML, and CSS.
- Developed iOS app to help Lobe's customers quickly adopt product into Swift codebases. Created additional example code in Python, Swift, and TypeScript for developers to easily leverage Lobe's API.
- Led team effort to improve code reliability. Built automated code coverage reporting and bug categorization to help engineers identify vulnerabilities before merging code.

#### Azure Data Studio – Software Engineer, Sep 2019 - May 2020

- Led development work for the GA launch of mssql-cli, an interactive command-line utility for SQL Server built in Python. Managed distributions across macOS, Linux, and Windows by introducing automation using Docker. Improved pipeline pass rate from 50% to 97% while increasing code coverage by 4%.

## **Project Rome / Commerce Platform – Program Manager, Feb 2018 – Sep 2019**

- PM for cross-device communication service connecting 1st and 3rd party devices. Led server feature specification supporting phone mirroring on Windows and Amazon Echo control of Xbox. User monthly engagement increased 200x in 8 months with 99.9% service uptime on 500 million monthly commands.

## **Windows Server – Data Scientist / Program Manager, Aug 2015 – Feb 2018**

- Led data science for Windows Server Feedback Analytics. Created web service and machine learning models in Python and JavaScript, leveraging Flask, Scikit, Matplotlib, and NLTK for identifying new issues and emerging topics from customer feedback. Improved Windows Server customer satisfaction by enabling 8 teams to identify major customer pain-points.
- Created internal web app to fix org-wide document discoverability, generating over 10k employee views within 5 months of launch. Led feature specification, designed solution, and developed implementation.

## **High 5 Games, New York, NY – Software Engineer Intern, Jun – Aug 2014**

- Increased support team efficiency by designing and developing new front-end experience in JavaScript for internal customer service tool.
- Improved performance and efficiency of company's web-based animation engine by proposing and implementing HTML-Canvas to replace outdated Flash technologies.

## **Education**

### **University of Pennsylvania – Bachelor of Arts, Sep 2011 – May 2015**

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

## **Skills**

Proficient Languages: Swift, TypeScript, JavaScript, Python, HTML, CSS, SQL

Proficient Technologies: Xcode development, prompt engineering + AI integration strategies, full-stack development, React, Node.js