Elliot Boschwitz

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Experience

Lob, Seattle, WA – *Founder & Creator, April 2018 – Present*

- Designed and developed iOS app in Swift (github.com/ellbosch/Lob-iOS). Created ad-free video experience with less friction and more content than any other sports app. Provides near real-time highlights for major US sports. Currently in private beta.
- Created SwiftVid, a Swift framework for intelligent videos. SwiftVid is an abstraction on top of AVPlayer featuring delegation for player events and autoplay support for a scroll view of videos. Available for developers soon.
- Created backend service collecting hundreds of videos per day, more than any sports application service. Tech stack includes RESTful web service in Python (Flask) and a service worker for asynchronous collection of content.

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

Project Rome/Commerce Platform – *Program Manager, February 2018 – Present*

- Increased monthly engagement by 200x in 8 months as PM for backend service. Led feature specification for iOS, Windows, and Android apps enabling Windows "Your Phone", Amazon Echo interactivity with Xbox, and other applications. Service delivered over 500 million commands monthly with over 99.9% reliability.
- Increased ROI for 13 services as lead for Commerce Platform Portfolio: an investment management solution for team's collection of assets. Introduced data-driven processes emphasizing ROI during the planning process. Spearheaded initiative to increase platform-wide adoption by improving onboarding collateral.
- Currently investigating machine-learning solutions for mitigating outages to services in Commerce.

Windows Server – *Data Scientist/Program Manager, August 2015 – February 2018*

- Led data science effort 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 in JavaScript to fix org-wide document discoverability, generating more than 10k views within 5 months of its conception. Led feature specification, designed solution, and developed implementation.
- Reduced monthly OPEX by $10s of thousands by identifying new cost-efficient solutions. Convinced leadership to support shutting down service and created transition plan for dependent teams.

High 5 Games, New York, NY – *Software Engineer Intern, June – August 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, September 2011 – May 2015*

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

Skills and Awards

- Proficient Languages: JavaScript, Swift, Python, C#, Java, HTML, CSS, SQL
- Proficient Technologies: React, Node.js, Flask, jQuery, Scikit, Matplotlib, NLTK, Excel, Power BI
- Won "Best Use of a Connected Data Model with a Graph Database" at PennApps Fall 2013 for "Samaritan"

Other Projects

- Light Years (github.com/ellbosch/light-years): machine learning model that beats Vegas odds on the lines of NBA scores by 56%.
- READit (readit.elliotboschwitz.com): news aggregator web app that creates automated summaries of articles.
- SafetyPenn (github.com/alialtaf9/SafetyPenn): Android app for Penn students that dispatches distress signal to police when student is in danger.