

EL WHITTLE

Software Engineer

WORK EXPERIENCE

Founding Engineer at Insightflo | Brooklyn, NY

October 2023 — August 2024

- Spearheaded a scalable backend server, automating customer interview analysis for 10+ enterprise clients, reducing manual review time by 60%.
- Engineered a comprehensive ML pipeline for transcription and LLM analysis to achieve 85%+ accuracy in interview response data. Coordinated with a cross-functional team to iterate product features and align with business goals.
- Optimized processing efficiency by parallelizing transcription, analysis, and JSON conversion stages using RabbitMQ, which led to a 40% reduction in overall processing time and enabling near real-time feedback for customers.

Software Engineer at BiasLens | Brooklyn, NY

September 2023 — May 2024

- Developed 24 RESTful endpoints using Node.js and Flask.
- Streamlined development workflow by creating custom CLI tools and environment configuration scripts (.env), reducing the setup time for new team members by 30% and enabling smoother integration of new developers into the project.
- Enhanced code quality through automated unit and integration testing using Pytest, achieving 90%+ code coverage and ensuring long-term system reliability.

Computer Science Tutor at NYU Tandon | Brooklyn, NY

November 2021 — December 2023

- Tutored 50+ students in core computer science topics such as data structures, algorithms, and object-oriented programming, resulting in a 95% satisfaction rate.
- Created comprehensive educational content, including mock exam review videos and real-world coding examples, facilitating a 15% average improvement in student exam scores.
- Delivered one-on-one mentoring sessions, focusing on complex topics such as runtime complexity, binary search trees, and memory management, contributing to a 10%+ increase in student test scores through individualized guidance.

Software Engineer at NYU Tandon | Brooklyn, NY

June 2022 — August 2022

- Rapid-prototyped a cross-disciplinary virtual materials science lab, developing 5 core simulation features and integrating components from 3 different engineering domains into a functional prototype.
- Demonstrated functional model capabilities to 10 academic stakeholders, emphasizing how educational metaverse technologies could enhance STEM learning outcomes and foster innovative interdisciplinary projects across engineering disciplines.

PROJECTS

September 2020 — Present

- **Rusty Lambda (Fullstack Web App)** – Designed a fullstack web application allowing users to enter lambda expressions and receive computed results in real-time.
- **EEG Preprocessor (CLI Tool)** – Built a CLI tool for EEG data cleaning, utilizing generative models to improve output data accuracy by 2.83%. Enabled saving and visualization of results through Matplotlib.
- **Six Other Projects** – Yoda: Conversation Co-Pilot, Movement Predictor, COOL Compiler, Robot arm controller, Common Actors Calculator, Milijin Robotic Hand.

CONTACT

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SKILLS

OOP

Algorithms

Machine Learning

Parallel & Distributed
Programming

Python

Go (golang)

C++

SQL

HTML

CSS

JavaScript

React

Node

PyTorch

Flask

Git

Make

Docker

AWS

RabbitMQ

Jira

Amazon S3

MongoDB

PostgreSQL

EDUCATION

NYU TANDON

2020 - 2024

Major: Computer Science

Minor: Mathematics