

Eli Slothower

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🌐 elislothower.com
📍 Pittsburgh, PA – Able to relocate

Skills

Technical

Python • HTML/CSS • C •
JavaScript/Vue.JS • SML •
Object-Oriented Programming

Soft Skills

Problem-Solving • Leadership •
Creativity • Time Management •
Effective Communication

Extracurriculars

Students Using Data for Social Good

Data Project Member

Currently working on the Group Against Smog and Pollution project by engineering heat maps of pollutants

Habitat for Humanity

Secretary & Texas Trip Leader

Building houses for those in need

Tartan Scholars

An invite-only organization meant to meet the needs of high-achieving leaders who come from limited-resource and underrepresented backgrounds

Piano

Continuing my 11-year journey in the arts by learning how to play the piano

Education

Carnegie Mellon University

B.S in Computer Science, Software Engineering *May 2025*
Relevant Coursework: Algorithms and Data Structures/C (15-122),
Python (15-112), Computer Systems (15-213), Discrete Math (21-127)

Work Experience

Carnegie Mellon University

TA for 80-101, Dangerous Ideas in Science and Society Aug. 2023 – Present

- Engaging students in critical discussion about difficult societal topics
- Teaching students how to articulate personal beliefs effectively and create argument visualization maps to illustrate their points

MIDL Technology

Software Engineer Jun. 2023 – Aug. 2023

- Engineering an alert-builder for enhanced system control via an advanced node-based system written in ReactFlow and Next.js
- Building secure application for checking into the visitor-kiosk stations
- Integrating new features into the admin dashboard, like enhanced audit logs, object-filtration charts, and many other dashboard updates
- Utilizing JSON for efficient rule parsing and data integration
- Executing tasks efficiently in a fast-paced, start-up environment
- Gaining exposure to software-hardware meshing with security cameras

Playspaces

Software Engineer / Creative Technologist Aug. 2022 – Jun. 2023

- Reengineering codebase in C# and Unity
- Building backend services in Python
- Creating STEM-based lessons, puzzles, and activities
- Collaborating closely with company executives to shape the company

Creative Technologist Intern

Jun. – Aug. 2022

- Engineered application prototype for testing and funding using Vue.JS, JavaScript, HTML, and CSS
- Created iOS/Android wrapper of web application

Projects

Power Method, QR Method, and Deflation

Dec. 2022

- Wrote a final Linear Algebra and Matrices course paper and code that proves advanced principles of the course

EcoSim

Dec. 2021

- Engineered a final Introduction to Computer Science course project, a desktop app built in Python, that simulates ecosystems through terrain generation, different species, mutations, graphs, and more

Hack112 Hackathon @ Carnegie Mellon

Nov. 2021

- Ideated and created 'Audentify', a song recognition game that detects songs based on the lyrics you sing, built in Python and APIs

Find more on www.elislothower.com