ELI GROSMAN

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EDUCATION

University of Washington, Seattle

Bachelor of Science: Statistics - Data Science

- Three Minors: (1) Mathematics, (2) Applied Mathematics, (3) Informatics
- Cumulative GPA: 3.69
- Awards: Dean's List 2019 2020, 2020 2021
- Relevant coursework: Probability/Statistical Theory, Data Visualization, Data Ethics, Database Systems, Linear Algebra,
 Client-side Web Dev, Neural Coding

LANGUAGES AND TECHNOLOGIES

Languages and frameworks
Databases

R, tidyverse, Python, scikit-learn, Apache Spark, AWS, Tableau, LaTeX, D3.js MySQL, SQLite, MongoDB

RELEVANT EXPERIENCE

Diversity Policy

Data Science Intern

July 2021 - Present

Expected Graduation: June 2022

- Develop a search engine for diversity resources from universities across the world.
- Redesign current database model for scalability and to better fit company's needs.
- Leverage machine learning (K-nearest, naive bayes) to identify the topic of raw text with over 90% accuracy.
- Design and implement new unsupervised model to assign tags to text for the search engine to query.

May 2020 - May 2021

R Programming Intern

- Collaborated on 6 R packages and tools for ingesting, cleaning, and presenting air quality data.
- Spearheaded ideation and development of RAWSmet, now actively used by research scientists at the USFS.
- Independently developed efficient framework for a custom data model to be used in all future projects.
- Regularly met with clients to discuss package functionality and requirements.
- Wrote 3 articles to showcase software and detail causes of recent wildfires across the west coast.

PROJECTS

Ada-1 Inventory Scraper

Constructed a MySQL database to store records of Ada-1's daily inventory in the game Destiny 2. Automated daily access of the Bungie API through a Python script and Cron job. Tableau visualizations of this data can be found at www.eligrosman.com.

Bioengineers Without Borders, Target Malaria Project

Spearheaded development of image recognition model (Python/OpenCV) to detect presence of genes in mosquito samples. Devised a method for scoring the quality of samples. Developing a mobile app to allow scientists in the field to analyze samples.

Triangle UW Web App

Overhauled many fraternity operations with a web app and slack bot (Node.js). Streamlined and automated many responsibilities of the executive board. Introduced a system for members to earn points and redeem them for rewards through slack. Built a database to keep record of fraternity members' information, their roles, and meeting attendance.

MetroGnome

Developed a web and android application (Python/flask, Kotlin) to leverage beat detection algorithms to play a metronome perfectly in sync with any song. Designed client/server/data relationship from the ground up.

LEADERSHIP

Triangle Fraternity, UW

Traditions and Brotherhood Vice President

March 2020 - Present

- Strategized the fraternity's transition to online activities during the COVID-19 pandemic.
- Tasked with designing the new member experience and ensuring it executes smoothly and effectively.
- Communicate expectations and make sure responsibilities are being met by 40 brothers and 9 new members.
- Serve on the fraternity's Executive Board and represent Triangle UW at other universities or leadership conferences.

Recruitment Vice President April 2019 - March 2020

- Tasked with increasing member enrollment. Recruited the largest pledge class in our chapter's history (15 new members).
- Led a 10 member Recruitment Committee and managed our weekly meetings.