

ELI FESSLER

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EDUCATION

Pomona College, Claremont, CA. **AIT-Budapest**, Budapest, Hungary (Spring 2016)
B.A. in Computer Science, minor in Linguistics, May 2017. GPA: 3.44

Relevant coursework:

Data Structures and Advanced Programming, Algorithms, Software Development, Theory of Computing, Mobile Software Development, Computer Vision Applications, Artificial Intelligence, Programming Languages, Computer Systems; Linear Algebra, Discrete Mathematics; Syntax, Methods in Language Research, Principles of Human Interaction, Language & Society, Comparative/Historical Linguistics; Intro to Game Design, Theories of Interaction

SKILLS

Programming experience: Python, Java, Haskell, C++, C#
Proficient: HTML, CSS, \LaTeX , Adobe Creative Suite, Git, Android development, Twine, Aegisub, Sublime Text, social media applications. Familiarity: Unity, Autodesk 3ds Max, Maya, Rhino
Near-fluent in Japanese

WORK EXPERIENCE

- Program Manager**, Microsoft, Redmond, WA August 2017–present
- Lead C++ code analysis feature development in Visual Studio
 - Work with internal/external customers to determine product direction; create, manage, measure feature telemetry
 - Manage product release notes/newsletter distribution; team point-of-contact for organization-wide blog
- Game Innovation Lab Intern**, USC School of Cinematic Arts, Los Angeles, CA June–August 2016
- Conceptualized mechanics and player dynamics in lab research initiatives
 - Prototyped and designed physical & digital game concepts; playtested and iterated on lab projects
 - Wrote narrative-based player interaction scenarios
- Research Assistant**, Pomona College Computer Science Dept., Claremont, CA May–July 2015
- Gained familiarity with machine translation and natural language processing techniques
 - Incorporated syntactic tree parsing, evaluation, and comparison into text simplification system
- Teaching Assistant**, Pomona College Computer Science Dept., Claremont, CA January–May 2015
- Assisted with Computation & Cognition lab, providing weekly mentoring/tutoring and grading assignments
- Visiting Research Assistant**, USC Institute for Creative Technologies, Playa Vista, CA June–August 2014
- Worked with research professors in Computational Emotion Group; NSF-funded REU internship
 - Wrote Python and Java-based Twitter recorders to collect and analyze FIFA World Cup game data
- Research Assistant/Graphic Designer**, Pomona College Asian Studies Dept., Claremont, CA Sept. 2013–May 2017
- Researched/retrieved articles; designed posters and other print materials

VOLUNTEER EXPERIENCE

- IndieCade** – Juror, volunteer; IndieCade Festival, Showcase @ E3 June 2016–present
- Game Developers Conference (GDC)** – Conference Associate February–March 2017
- A MAZE. / Berlin** – Selection committee member March 2017–present
- 5C Hackathon** – Organizer and marketing team lead; semiannual participant September 2013–May 2017
- Pomona College Asian Studies Department** – Japanese liaison September 2014–15
- Science Bus** – Volunteer teacher, Pomona Unified School District January 2014–15

PUBLICATIONS

Lucas, G. M., Gratch, J., Malandrakis, N., Szablowski, E., Fessler, E. & Nichols, J. W. (2017). *GOAALLL!: Using sentiment in the World Cup to explore theories of emotion*. Image and Vision Computing.

AWARDS

- Mental Health Hack Challenge Winner**, One Week Hackathon; 2nd place in Hack for Modern Life category, 2019
- Disruptive Project Winner**, One Week Hackathon & Microsoft Garage; 3rd place in Gaming category, 2018
- Best Paper**, 1st International Workshop on Automatic Sentiment Analysis in the Wild, for *GOAALLL!*, 2015
- Google Games – Second place**, UC Irvine, 2015
- Japan–America Friendship Scholar**, Sendai, Japan, 2010