

eli fessler

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Education

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

Work Experience

- Program Manager**, Microsoft · Redmond, WA Aug 2017 – Sep 2020
- Led C++ code analysis feature development in Visual Studio
 - Worked with internal/external customers to determine product direction; created, managed, measured telemetry
 - Managed product release notes and newsletter distribution; team point-of-contact for organization-wide blog
- Lab Intern**, USC School of Cinematic Arts Game Innovation Lab · Los Angeles, CA Jun 2016 – Aug 2016
- Conceptualized mechanics and player dynamics in lab research initiatives
 - Prototyped and designed physical and digital game concepts; playtested and iterated on lab projects
 - Wrote narrative-based player interaction scenarios
- Research Assistant**, Pomona College Computer Science Department · Claremont, CA May 2015 – Jul 2015
- Developed predictive language features for text simplification system using machine learning and NLP techniques
 - Incorporated syntactic tree parsing, evaluation, and comparison features into language model
- Teaching Assistant**, Pomona College Computer Science Department · Claremont, CA Jan 2015 – May 2015
- Assisted with Computation and Cognition lab; provided weekly mentoring/tutoring; graded assignments
- Visiting Research Assistant**, USC Institute for Creative Technologies · Playa Vista, CA Jun 2014 – Aug 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 Languages Dept. · Claremont, CA Sep 2013 – May 2017
- Researched and reviewed literature; designed print materials; organized course information

Skills

Programming experience: Python, Java, Haskell, C++, C#.

Proficient: HTML/CSS, L^AT_EX, Adobe Creative Cloud (Photoshop, Illustrator, InDesign), Git, Android development, Twine, Aegisub, Sublime Text, social media applications. Familiarity: Unity, Autodesk 3ds Max, Maya, Rhino.

Near-fluent in Japanese. Very strong writing skills.

Volunteer Experience

- IndieCade** – Juror, volunteer; IndieCade Festival, Showcase @ E3 Jun 2016 – Present
- Seattle Animal Shelter** – Critter Team foster & volunteer Aug 2020 – Present
- A MAZE. / Berlin** – Selection committee member Mar 2017 – Present
- Game Developers Conference (GDC)** – Conference Associate Feb 2017 – Mar 2017
- 5C Hackathon** – Organizer and marketing team lead; semiannual participant Sep 2013 – May 2017
- Pomona College Asian Studies Department** – Japanese liaison Sep 2014 – Sep 2015
- Claremont Colleges Science Bus** – Volunteer teacher, Pomona Unified School District Jan 2014 – Jan 2015

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*, 65, 58–65.

Gratch, J., Lucas, G. M., Malandrakis, N., Szablowski, E. & **Fessler, E.** (2015). To tweet or not to tweet: The question of emotion and excitement about sporting events. *In proceedings of ISRE 2015*.

Awards

- **Best Paper**, 1st International Workshop on Automatic Sentiment Analysis in the Wild, for *GOAALLL!* 2015
- **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
- **Japan–America Friendship Scholar**, Sendai, Japan 2010