Michael Eliot

mieliot@protonmail.com | 714.469.6463 | github.com/michaeleliot | linkedin.com/in/michaeleliot | michaeleliot.net

Professional Experience

ImageWorks August 2023 - Present

Co-founder, Chief Technology Officer

Palo Alto, CA

- Left Atropos to found company using AI tools to accelerate design workflow, allowing for seamless design research and iteration
- Built full stack web app + chrome extension from customer feedback using Next.js, React, Prisma, Postgres, Bullmq, and Supabase
- Built a custom RAG pipeline using Pgvector/Transformers. Worked with APIS such as OpenAI, Replicate, and Google AI Studio
- Active role in all startup facets including customer use case discussions, VC pitches, cold calls, client product usage, firm strategies, etc.

Atropos Health

December 2022 - August 2023

Senior Software Engineer

Palo Alto, CA

- Front-end work to modernize their products. Two django projects, one SPA, one MVC. One static web app with javascript & ajax
- Worked with leadership to discuss architecture plans, migration timelines, and general strategy for scaling multiple services

DeepScribe November 2020 - May 2022

Senior Software Engineer

Berkeley, CA

- Full stack engineer promoted after displaying strong leadership, coding ability, and high level technical decision making
- Rewrote python EHR integrations codebase in hexagonal architecture, improving efficiency, transparency, and enabling enterprise sales
- Developed internal tooling in React/Node/Jest to allow customer success to visualize, manipulate, and verify data for doctors
- Lead rewrite of our scribing application ground up, working with stakeholders to determine project priorities and solutions to problems
- Restructuring our backend microservice architecture to ensure clean separation of concerns, improving infrastructure for better CI/CD

DashyDash June 2020 - September 2020

Software Engineer Consultant

San Francisco, CA

- Startup with former colleague from Groupon in the food distribution space, started working post mass lay-off from Groupon
- Sole engineer working with non-technical founders to discuss data modeling, data collection methods, third party integrations, and UI

Groupon May 2018 - June 2020

Software Engineer

San Francisco, CA

- Software engineer doing front end web engineering in Javascript, React, Redux, and Typescript for small to medium size merchants
- Rebuilt merchant booking experience from the ground up, removing tech debt and allowing integration with Groupon internal APIs
- Created merchant FAQ experience by working with third party APIs, creating a dynamic frontend experience for merchants
- Joined Groupon as an intern, received full time offer after successfully working with the User Sessions team

Activision-Blizzard May 2017 - August 2017

• Software Engineer Intern doing .NET programming in C++ and C# for implementation of key in-game features

• Collected and analyzed game usage patterns to inform business management decision making and establish marketing partnerships

Organizations

Berkeley Mobile December 2016 - May 2018

Lead Software Engineer

Software Engineer Intern

Berkeley, CA

- Lead android app development team under the Chief Technology Officer (CTO) of the ASUC at UC Berkeley
- Development of both an Android and iOS app for student usage, including system optimization and enhanced UI

Berkeley Model United Nations (BMUN)

August 2015 - May 2019

Graduation: May 2019

Director of Internal Administration, Software Engineer

Berkeley, CA

Albany, NY

- Managed a 501(c)(3) non profit association's internal activities, responsible to oversee group activities for 80+ members
- Helped develop web registration system for 2,000+ event attendees, iOS, and Android apps for event info access

Education

University of California Berkeley — Computer Science

Coursework: software engineering, software design, computer security, cryptography, complexity theory, advanced algorithms, leadership, data structures, probabilistic and interchangeable proof systems, Berkeley method of entrepreneurship, signals and systems