

# Elle Jansick

CREATIVE TECHNOLOGIST · AI BUILDER · PRODUCT-MINDED MAKER

(847) 770-1696 · ellejansick@gmail.com · ellejansick.com

Builder and storyteller from a non-traditional tech path, with hands-on experience taking AI-driven products from ambiguous goal to shipped tool. I partner across engineering, design, research, and operations to find user problems, define requirements, prototype fast, run experiments, and iterate on feedback — most recently building AI workflows and live production for the world's largest competitive programming organization. Curious, self-directed, and energized by learning what it takes to succeed as a product manager.

## EXPERIENCE

**ICPC Foundation** · AI & Media Innovation / ICPC Live Producer REMOTE & TRAVEL · MAY 2025 – PRESENT

- Partner across systems operations, media, live broadcast, and event-logistics teams to surface workflow pain points and scope AI-driven solutions across a distributed organization.
- Prototype and deploy custom AI tools for content generation, coordination, and automation — gathering operator feedback and iterating toward real adoption.
- Own live-event production end to end: streams, ceremonies, and audience-facing media, coordinating production teams, staff, and stakeholders against hard deadlines.
- Represent the AI team on-site at domestic and international contests, translating between technical and non-technical stakeholders.

**Thrive360** · Product Development Consultant REMOTE · AUG 2024 – FEB 2025

- Helped define product goals and requirements for an AI mental-health chatbot, balancing user needs, clinical best practices, and technical constraints.
- Designed reflective prompt flows and escalation logic, running iterations to improve session effectiveness and flag complex cases for human therapists.
- Led data curation and reinforcement-learning work to optimize performance and personalization, using qualitative and quantitative signals to drive decisions.
- Partnered with mental-health professionals to outline a secure, user-centered product framework.

**Baylor University** · Postgraduate Research Associate REMOTE · MAY 2025 – PRESENT

- Research AI creative-assistant products for long-form writing, running structured evaluations of co-writing workflows and human–AI collaboration patterns to drive insights.
- Prototype and test new product concepts — including AI-assisted interactive textbooks — using user feedback to prioritize and iterate.
- Integrate vector databases, embedding models, and knowledge graphs to improve product memory and reasoning.

**Baylor University** · Graduate Research Associate & Teaching Assistant WACO, TX · AUG 2023 – MAY 2025

- Built AI storytelling systems and Python pipelines from proof-of-concept through testing, using user feedback and qualitative evaluation to guide iteration.
- Conducted applied research in prompt engineering and machine learning with emphasis on data preprocessing and optimization.
- Produced three scene-for-scene cinematography recreations (*Clueless*, *Whiplash*, *La La Land*) from concept to delivery — owning schedule, budget, crew coordination, and on-set direction.
- Mentored undergraduates in creative technology, leading sessions that helped them apply emerging tools to their own work.

**Magnolia** · Visual Merchandising & Display Intern WACO, TX · AUG 2022 – AUG 2023

- Planned and delivered four seasonal display projects within a highly recognized brand, coordinating fabrication, installation schedules, and cross-team presentation.

## SKILLS

|                                  |                                                                                                                                                                                                                               |
|----------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Product &amp; Analysis</b>    | Requirements definition · Prototyping · Experimentation & A/B thinking · User research & qualitative evaluation · Data curation & data-driven decisions · Cross-functional collaboration · Roadmapping & project coordination |
| <b>AI &amp; Technical</b>        | Prompt engineering · LLMs & agentic systems · Python · LangChain · Weaviate · OpenAI · HuggingFace · Vector search · Knowledge graphs · Git                                                                                   |
| <b>Production &amp; Creative</b> | Video & live-event production · Adobe Premiere Pro · Photoshop · Adobe Creative Suite · Final Cut Pro · Canva · Visual storytelling                                                                                           |
| <b>Tools</b>                     | Google Workspace · Microsoft Office · macOS                                                                                                                                                                                   |

## EDUCATION

**Baylor University** · Master of Arts, Film & Digital Media — 4.0 GPA AUG 2023 – MAY 2025  
Thesis: "Automating the Screenplay: The Creative and Technical Viability of AI in Screenwriting"

**Baylor University** · Bachelor of Arts, Professional Writing & Rhetoric AUG 2021 – MAY 2023

**Chattahoochee Technical College** · AAS, Interior Design MAY 2020 – DEC 2024