

# Noah Eisen

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## EDUCATION

### BSE, COMPUTER SCIENCE

UNIVERSITY OF MICHIGAN

College of Engineering

Expected May 2016

Ann Arbor, MI

Major GPA: 3.96

Cum. GPA: 3.87

## LINKS

GitHub:

[github.com/ncteisen](https://github.com/ncteisen)

LinkedIn:

[linkedin.com/in/ncteisen](https://linkedin.com/in/ncteisen)

Twitter:

[@ncteisen](https://twitter.com/ncteisen)

Personal Website:

[noaheisen.com](http://noaheisen.com)

## COURSEWORK

EECS 494: Game Design

EECS 484: Databases

EECS 482: Operating Systems

EECS 485: Web Databases

MATH 451: Real Analysis

EECS 381: Advanced Programming

EECS 370: Computer Organization

EECS 281: Data Structures

MATH 217: Linear Algebra

## SKILLS

### PROGRAMMING

Principal Languages

C++ • C • Python

Other Languages

Go • Java • SQL • Javascript

HTML • CSS • Bash Scripts

Tools

Git • Mercurial •  $\LaTeX$

### OTHER

Running • Biking • Climbing

Juggling • Magic • Origami

Dancing • Creative Writing

Chess • Mountaineering

## WORK EXPERIENCE

### GOOGLE | SOFTWARE ENGINEERING

Aug 2016 – Present | San Francisco, CA

**gRPC** is Google's next generation RPC system, build from the ground up in open source. gRPC is a highly performant system build around a simple yet powerful wire protocol. The library provides idiomatic APIs in nine supported languages. Through **250+ pull request**, and even more internal changes, I have contributed mainly to gRPC's C core. I have also made significant contributions to the C++ and Python wrapped layers. Some highlights include:

- Created the team's benchmarking framework, automatic regression detection system, and performance dashboards.
- Migrated TensorFlow's distribute runtime to use gRPC internally at Google.
- Implemented the channelz feature for the C++ stack, which exports critical debugging data of live services.
- Maintained and improved gRPC's custom HTTP/2 implementation.

### BLOOMBERG L.P. | SOFTWARE ENGINEERING INTERN

May 2015 – Aug 2015 | New York, NY

- Created multi-tiered tool (frontend UI, service layer, backend task) for Bloomberg developers to aid in the task of debugging and killing haywire processes on production machines.
- Developed a program to track the master logfile on specific production machines and raise alerts and tickets automatically based on previous decisions.
- Won first place in algorithmic coding competition among all of the interns.

### TAPP TV | FREELANCE SOFTWARE DEVELOPER

Jan 2015 – April 2015 | San Francisco, CA

- Collaborated with team of freelance coders to create several methods of exploiting Twitter data in order to gauge audience interest and find potential markets for celebrity TV channels.
- Designed and developed a program that uses the Twitter API to construct graphs from follower/following relationships, then performs various metrics on the data (PageRank, HITS, etc).

### JUMP TRADING LLC | QUALITY ASSURANCE INTERN

June 2014 – Aug 2014 | Chicago, IL

- Developed an automated testing wrapper to validate company software responsible for sending orders to the BATS exchange.
- Planned and executed comprehensive set of manual tests on a program providing a live market feed from the exchange.

## PERSONAL PROJECTS

**The Hypertext Library** - Public website that treats the texts of books as hypertext; every word on a page is a link to every other occurrence of that word in the novel.

**Gust** - Single player puzzle adventure game I started with a group for a class, then continued developing. Can be played with Unity web plugin

**DYNAMIC** - Single player racing game I created myself.