

Eric Tsai

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EDUCATION

Johns Hopkins University

Baltimore, MD

B.S. Computer Engineering

September 2014 – May 2018

Relevant Coursework: Distributed Systems, Database Systems, Databases, Computer Networks, Object Oriented Software Engineering, Data Structures, Algorithms

EXPERIENCE

Goldman Sachs

New York, NY

Associate Software Engineer

February 2020 – Present

- Implemented tradable models to meet client and regulatory requirements
- Automated daily EOD reports on tradable data and activities using Slang
- Created Java tools to reconcile legacy system with modernized platform data

Johns Hopkins Center for Talented Youth

Baltimore, MD

Online Instructor – Computer Science

April 2018 – Present

- Tutoring K-12 students in Java, Python, and AP Computer Science

Lockheed Martin

Sunnyvale, CA

Software Engineer

August 2018 – January 2020

- Spearheaded development of network monitoring, data collection, and network flow analytics with ELK stack and Docker, providing visualizations for multiple streams of data and increasing understanding of data
- Developed scripting in Ixia for full automation in traffic generation, following Scrum methodology
- Designed and developed Java application on Linux to query MySQL database

IBM

Poughkeepsie, NY

Senior Software Developer Intern

June 2018 – August 2018

- Analyzed high performance computing logs using Pre-processing methods and Parallelization in Python, reducing computing time by 50%

Johns Hopkins Department of Computer Science

Baltimore, MD

Java and C/C++ Course Assistant

January 2017 – December 2017

- Assisted students new to C/C++ and Java programming and responsible for grading

Booz Allen Hamilton

Washington, D.C.

Summer Consultant

June 2017 – August 2017

- Interacted and worked directly with client to meet specification requirements
- Developed feasible software solutions and working prototypes that aid undercover field agents

PROJECTS

Video Streaming via CDN (C)

- Implemented a proxy server with bitrate adaption to stream videos from Apache server using socket programming and TCP

Fault Tolerant File Transfers (C)

- Implemented a reliable UDP file transfer program using Automatic Repeat request (ARQ) protocols
- Successful transfers up to 90% loss on 1 GB files using sliding window and selective repeat ARQ to reduce file transfer time

Dots Game (Java)

- Designed and implemented back end using Java to develop RESTful API calls for a two-player web game

Skills

- Proficient in Java, Python, Unix, Linux
- Familiar with HTML, CSS, SQL, C/C++,