Noah Eisen

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EDUCATION

BACHELOR OF ARTS

Major, Computer Science
Minor, Mathematics
University of Michigan
May 2016
Ann Arbor, MI
Major GPA: 3.96
Cum. GPA: 3.87

LINKS

- github.com/ncteisen
- linkedin.com/in/ncteisen
- noaheisen.com

SKILLS

PROGRAMMING

Principal Languages
C++ • C • Python • Kotlin
Other Languages
Android • Java • SQL
Javascript • HTML • CSS
Dart • Typescript • Bash Scripts
Tools
Git • Mercurial • LaTeX

OTHER

Running • Biking • Climbing
Juggling • Magic • Origami
Skiing • Creative Writing
Chess • Mountaineering

INTERNSHIPS

BLOOMBERG L.P.

May 2015 - Aug 2015
Full stack internship on the infrastructure team. Built internal tooling to help debug and kill processes running on production machines.

JUMP TRADING LLC

June 2014 - Aug 2014
QA internship. Wrote python testing wrappers to validate code that interacts with the exchange. Authored and executed test suites against our live market feed system

WORK EXPERIENCE

FAIRE | Staff Software Engineer

Feb 2022 – Present | San Francisco, CA
Faire is an online wholesale marketplace that connects retailers and brands globally, empowering small businesses to compete with major retailers like Amazon and Walmart. In a dynamic startup environment, my role has evolved significantly, with key achievements including:

- Collaborated across three product teams to review design docs, and led high-risk projects such as enabling multi-user accounts and improving third-party POS integrations.
- Authored a vision document for Faire's payment systems. Initiated and drove critical projects like extracting a payment service and developing a SQL-based invariant validation system.
- Served as Senior Engineering Manager and later as Tech Lead for the Shipping team, overseeing 8–12 engineers. Developed a long-term technical strategy and led initiatives to optimize shipping costs, introduce guaranteed pricing, and improve scalability and performance.
- Currently focused on building Volume Pricing (akin to airline loyalty programs) while driving cross-cutting High Performance Culture initiatives to elevate engineering excellence across the organization.

WAYMO | Senior Software Engineer

Feb 2019 – Feb 2022 | San Francisco, CA
Waymo is an Alphabet company focusing on the development of self-driving technology. I worked on the Fleet Infrastructure team where I was the tech lead for the OpsApp, an internal Android app that is used by 1000+ safety drivers daily. Some highlights include:

- Tech lead of 7 person team, including 3 engineers, a product manager, a product operations specialist, a technical program manager, and a UX designer.
- Optimized datapath from the self driving car to the phone to achieve sub-300ms latency in support of streaming real-time telemetries to the safety driver.
- Initiated and implemented a project to connect compliance checklist completion to onboard systems, to prevent the self driving cars from starting until critical safety procedures are completed via the app.
- Designed the tooling that enables roadside assistance team to navigate to a self driving car on public roads within minutes of an incident. Authored a patent on the subject (link).

GOOGLE | Software Engineer

Aug 2016 – Feb 2019 | San Francisco, CA
gRPC is Google's next-gen RPC system, built from the ground up in open source. gRPC is a highly performant system built 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 internal benchmarking framework, automatic regression detection system, and performance dashboards.
- Migrated TensorFlow's distributed runtime to use gRPC internally at Google.
- Implemented connection-level monitoring feature for the C++ stack, which exports critical debugging data of live services and presents them in a simple HTML page.
- Co-authored proposal for gRPC's client retry system (**link**).
- Delivered 40 minute tech talk at KubeCon; *gRPC Performance; Tuning Applications and Libraries* (**link**).