

Anson Tsai

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OBJECTIVE

To participate in a summer internship or co-op program to further develop and contribute my skills in a technical field

EDUCATION

Massachusetts Institute of Technology, Cambridge MA

- Candidate for Bachelor of Science in Computer Science & Engineering (June 2005)
- Final Project 'GizmoBall' game won 'Best Gameplay' Award in Laboratory in Software Engineering
- Co-chairman and developer of the annual MIT ACM/IEEE Programming Competition
- GPA last year: 4.9 / 5.0, Cumulative GPA: 4.6 / 5.0

EXPERIENCE

OnDemand Solutions, Boston, MA, *Cofounder and Project Manager*, www.ezbostonapartments.com, (Sep 04 - Present)

Cofounder, serving as Project Manager for web applications, and desktop client and server applications. Helped refine business plans, write technical specs, develop applications, and manage development of projects.

Microsoft Corporation, Redmond WA, *Program Manager*, www.microsoft.com, (Jun 04 – Aug 04)

Wrote specs for several new features in Visual Studio 2005. Met with developers, testers, and product designers, to manage features, costing, usability, and priorities. Presented and published paper on "Extensibility" of product.

Canyon Capital, Fairfield CT, *Programmer*, (Jun 04 – July 04)

Developed proprietary financial trading application in Java. Application links into the Interactive Brokers online services and contains many advanced features for supporting automatic and manual trading.

MIT Media Lab: River City Project, Cambridge MA, *Programmer*, web.mit.edu, (March 04 – May 04)

Extended and enhanced a PocketPC GPS-based application using C# and the .NET compact framework.

Mad Doc Software, Lawrence MA, *Programmer*, www.maddocsoftware.com, (Dec 03 – Jan 04)

Designed and developed several sub-systems for a major PC game title, Empire Earth II, to be published by Vivendi Universal. Personal works include "cheat system" and "communications manager," written in C++.

IBM Extreme Blue, Cambridge MA, *Programmer*, www.ibm.com, (Sept 03 – Dec 03)

Designed and developed online-based integrated help and support system for IBM's WebSphere Studio product using the Eclipse architecture, DeveloperWorks, DB2, JSPs, Webservices, and IBM technologies.

Freeverse Software, New York NY, *Project Leader and Programmer*, www.freeverse.com, (July 02 – Sept 03)

Project leader and developer for arcade game, Active Lancer, published and released in Fall 2003. Developed 80,000-line project in C++. Game featured on big screen at Macworld Computer Expo in New York.

Apple Computer, Cupertino CA, *Programmer*, www.apple.com, (Jun 02 – Aug 02; Oct 02 – May 03; Jun 03 – Aug 03)

Proposed and developed tools to facilitate scripting. Extended Automation project in Objective-C. Developed file repository using MySQL and PHP. Used Perl, Shell, and AppleScript to integrate incompatible low-level tools.

France Telecom R&D, Cambridge MA, *Programmer*, www.francetelecom.com, (Mar 03 – May 03)

Started development of map-based visualization demos using EarthViewer software. Developed data filter routines, brainstormed applications of internal technologies, and prototyped designs of small systems.

MIT Media Lab: Starlogo, Cambridge MA, *Programmer*, web.mit.edu, (Oct 02 – May 03)

Used Java, C, and OpenGL for transforming sprite-based 2D graphics into 3D graphical worlds.

SilverStream Software, Billerica MA, *Programmer*, www.silverstream.com, (Jun 01 – Aug 01; Jan 02 – Feb 02)

Enhanced eXtend Workbench product using Java, XML, and XSL to develop wizards for unit-testing, code-generation, project integration, and deployment of various projects and file types.

De Software, Boston MA, *Founder and Programmer*, www.desoftware.com, (Jan 00 – Sept 03)

Developed optimized graphics, audio, and networking libraries in C++. Developed 16-bit networkable arcade game, Active Lancer. Signed contract with Freeverse Software to publish game in Fall 2003.

SKILLS

Languages: C, C++, C#, Objective-C, Java, Scheme, SQL [MySQL, DB2], PHP, HTML, XML, [Limited Perl, JSP]
Technologies: Windows, Mac OS, Mac OS X, Unix, Cocoa, Carbon, WebServices, [Limited OpenGL, OpenPlay]