

ERIK HOXHAIJ

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EDUCATION

Stevens Institute of Technology

Bachelor of Science in Mathematics, Bachelor of Science in Computer Science

Hoboken, NJ

Class of 2028

- Cumulative GPA: 3.822
- Relevant Coursework: Multivariable Calculus, Probability and Statistics, Linear Algebra, Discrete Structures, Data Structures

WORK EXPERIENCE

Velosaty

Software Engineer Intern | React, SQL, Firebase, NodeJS, Git

New York, NY

Jan 2025 – Present

- Collaborated with UI/UX and development teams to design and implement dynamic **React** components, leveraging **Git** for streamlined version control and team coordination.
- Enhanced website performance by 12% through strategic refactoring of **SQL** queries and **React** code, improving load times and responsiveness.
- Developed and integrated **RESTful APIs** with **Firebase**, optimizing backend functionality and enhancing data accessibility for improved user experience.

PROJECTS

Bitcoin Data Pipeline | [link](#) | Java, Python, Maven, Kaggle, Selenium, Linux

- Developed a **java**-based data pipeline using **Selenium** to web scrape real-time bitcoin data, store the data in a csv file, and upload to **Kaggle** using a **python** script
- Deployed the project to a Raspberry Pi 5 running Ubuntu **Linux**, using cron jobs to automate the data collection and upload process, updating the dataset every night
- Built the project using **Maven** for dependency management and packaged the project into a jar file for portability across platforms and ease of use

Black-Scholes Modeling | [link](#) | Python, Streamlit, Scipy, Numpy, Matplotlib, Seaborn

- Developed a financial application to calculate European call and put options using the Black-Scholes model, providing users with a tool to visualize options pricing
- Implemented the model using **python**, and libraries such as **Scipy** and **Numpy** for computations, **Matplotlib** and **Seaborn** to visualize data, and **Streamlit** to create an interactive web app
- Successfully deployed the program to the web using **Streamlit's** hosting, receiving over 209 users

Raspberry Pi 4 Game Server | Linux

- Deployed a game server on a Raspberry Pi 4 using the Raspberry Pi distribution of **Linux**
- Configured network settings with port forwarding and a dynamic **DNS** to ensure accessibility and concurrent multi-user support
- Used software to connect to the Raspberry Pi 4 remotely to monitor resource usage and to automate server backups to create a smooth user experience

ADDITIONAL INFORMATION

Programming: Python, Java, Javascript, C++

Libraries: NumPy, SciPy, Matplotlib, Seaborn, yFinance, Selenium, Kaggle

Frameworks: StreamLit, React

Technologies: Git/GitHub, Linux

Interests: Tennis, Math, Civilization VI, Weightlifting, Traveling, Formula 1