

# AKI SAITO

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## SKILLS

### Front End

- HTML5
- CSS
- JavaScript
- React, Redux
- Bootstrap

### Back End

- Node JS
- Express
- SQL, Mongo DB
- Model-View-Controller

### DevOps

- Version Control (Git)
- AWS (EC2)
- Google Firebase

### Other Skills

- C, C++
- Swift, Objective-C
- Python
- Version Control (Git)
- Dependencies (CocoaPods)
- iOS IDE (XCode)
- Foundation Kit, UIKit
- Visual Data (JSON parse)
- Location (Core Location framework)
- Unity 3D

## EDUCATION

### University of California, Davis

- School of Letters and Science
- B.S, Computer Science
- June 2018

## Personal Qualities

**Interests:** Cooking, Sports, Music, Games

**Personal Qualities:** Honest, Sociable, Friendly, Purposeful

## Experience

### Full Stack JS Developer

Aug 2018 - Present

Freelance – DevConnect

#### Specialization:

Full-stack cloud service integration platform where developers can connect and reach out to one another.

#### Technology & Tools:

CRUD MongoDB operations, Node-js, Express, GitHub, Heroku, Require-js

### iOS App Developer

Jun 2018 - Present

Freelance – CARP-LA

#### Specialization:

Developing a planner and messenger for CARP club at Pasadena City College.

#### Technology & Tools:

Swift, UIKit, XCode, GitHub, Wireframing, Testing/Iterations, CocoaPods, Google Firebase

### iOS App Developer

Jul 2017 - Jan 2018

Freelance - Climate

#### Specialization:

Created a weather app for travelers to help identify weather conditions and temperatures in both current user location and specified cities.

#### Technology & Tools:

Swift, JSON Parse, UIKit, XCode, GitHub, Testing/Iterations, CocoaPods

### Web Development Intern

Aug 2017 - Dec 2018

UC PLASMA – [www.ucplasma.com](http://www.ucplasma.com)

#### Specialization:

Developer of static single-page informative website for ucplasma entrepreneurs.

#### Experience Scope:

Maintained and analyzed the activity and server using AWS to enhance user experience. Designed, innovate, and develop ways to have data and information visually accessible.

#### Technology & Tools:

HTML/CSS, JavaScript, Bootstrap, AWS (EC2), GitHub, GoDaddy

### Unity Game Development

Jan 2017

AT&T Hackathon – ChemQuest

#### Specialization:

Part of development team for an interactive unity game.

#### Experience Scope:

Designed and wrote JavaScript script for 3-D objects. Utilized virtual reality software to test and launch.

#### Technology & Tools:

Unity 3D GDC, Bootstrap, Google Cardboard, Oculus Rift