AKI SAITO

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EDUCATION

University of California, Davis

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

SKILLS

Languages

- Swift/Objective-C
- C/C++/C#
- HTML/CSS/JavaScript
- Python

Tools

- Version Control (Git)
- Dependencies (CocoaPods)
- iOS IDE (XCode)
- Google Firebase (NoSQL)
- Local Data (Core Data, Realm)
- Foundation Kit, UIKit
- AWS
- Visual Data (JSON parse)
- Location (Core Location framework)

Projects

CARP-LA – 2018 - current

- Planner and messenger for CARP club at Pasadena City College that is used for communication and event management.
- Used Wireframing, Testing/Iterations, and CocoaPods to enhance User experience and interface.
- Utilized Google Firebase to secure user authentication.
- Managed and maintained NoSQL database for high performance.

Medminder – UC Davis Hackathon 2018

- A medicine management app written in swift that focuses on preventing people from forgetting to take daily medications.
- Ensured the performance, quality, and responsiveness of the application.
- Collaborated with team to design and ship new features.

Climate – 2017 - 2018

- A weather iOS app for travelers – to help identify weather conditions and temperatures in both current user location and specified cities.
- Used Cocoapods and open source libraries to design and integrate new features for UI/UX.

Quiz-It – 2017

- A simple quiz iOS app for students and families – to help study for challenging concepts and skills for various subjects.

ChemQuest – AT&T Hackathon 2017

- Designed and wrote JavaScript scripts for 3-D objects for an interactive chemistry lab game through virtual reality experience powered by Google Cardboard.

Experience

Web Development Intern – UC PLASMA – www.ucplasma.com **Aug. 2017 – Dec. 2017**

- Helped develop a single-page informative website for users.
- Maintained and analyzed the activity and server using AWS to enhance user experience.
- Helped design, innovate, and develop ways to have data and information visually accessible.