

ALEXANDER YAMAMURA

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EDUCATION

UNIVERSITY OF CALIFORNIA, IRVINE
B.S. in Computer Science and Engineering

Graduated: June 2020

PROFESSIONAL EXPERIENCES

TAECODING

June 2018 - Current

Coding Instructor

- Worked with the academy to develop a python web service autograder to improve student homework submissions and streamline coursework, which received submissions, graded, and return their score to the user
- Created the front end in AngularJS to accept an iPython problem set and the back end python API in a team of 2, connected to PostgreSQL database
- Instructed 100+ students in a variety of courses including Python, Java, Front-End using AngularJS and NodeJS, and Data Science covering Machine Learning and AI
- Helped students achieve a 4/5 on the AP CS A exam and raised grades an average of one letter
- Taught students in completing various certification courses with an average final score of 90%-100%
- Conducted over 20 classes of ~10 students and 15 hours of individual sessions per week

NEUDESIC

June 2019 - September 2019

Quality Assurance Intern

- Increased throughput by 33% for both web and mobile applications by evaluating 15+ bugs per day using Jira Software
- Collaborated with 3 remote teams in Agile environment to investigate and assign high priority issues
- Worked closely with software developers to debug and test pipeline builds
- Speed up accessibility 1-2 hours by generating testbench environments for web and mobile applications
- Maintained process deliverables for schedules and bug fixing

PROJECTS

WORDLE WORD BANK App

Full Stack Engineer

- Generate a list of possible words for the game Wordle using Android Studio and Django.
- Implemented Django REST API in python to add users to PostgreSQL database and keep track of their current wordbank
- Connected to front-end app using Java to take inputs for guesses and correctness, and display possible list of words as a response
- Working currently on login and reset features to allow deletion and restarting of the wordbank

AUTONOMOUS TARGETING ROBOT

Software Developer

- Lead team of 4 in constructing a military funded target prototype to assist gun accuracy, where projects showed hit rates on moving targets rose 60 - 70% after implementation into training
- Worked weekly with military representative to ensure parameters and requirements were met
- Built python API to direct and calculate the route for the robot using GPS within a 20 ft range, and motion sensors to detect hits
- Constructed UI in Java allowing users to input number of stopping points and display feedback of performance

SKILLS AND TOOLS

Languages: Python, Java, JavaScript, C/C++, HTML, CSS

Computer: Github, Linux/Bash, JupyterNotebook, Notion, Postman, PostgreSQL, Figma, Jira