



Minami Akira

Full Stack Developer

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English

Links [Portfolio](#), [Github](#), [Discord](#), [Skype](#), [Telegram](#)

🎓 Education

Bachelor of Computer Science, Kyoto University, Kyoto, Japan

September 2008 — November 2011

👤 Profile

With **over 10** years of experience as a **professional full stack and game** developer, I have **successfully** led projects by meticulously planning all aspects, including the overall structure and design, the development phase, and team division. I possess strong skills in **Unity** and **Frontend**. I am capable of effectively **self-managing** independent projects and **collaborating** as part of a productive team.

💼 Employment History

FULL STACK DEVELOPER at KillerGF, California, USA

June 2021 — November 2023

- Developed a **WebGL** endless runner game using **Unity**, **C#**, **React**, **Node**, and **Web3**, enhancing customer engagement.
- Built a robust game backend with **Mirror** using **C#**, achieving **94%** uptime and enabling scalable real-time multiplayer features.
- Enhanced real-time communication with **Photon** and **WebSockets**, improving multiplayer **synchronization** and reducing lag by **29%** through **JavaScript** optimization.
- Led backend development with **NodeJS** and **GraphQL**, improving game data management and dynamic content generation, boosting user engagement by **13%**.
- Integrated the **SDKs** into a **Unity** project, enabling Unity to use external data and synchronize with the **mobile system**.
- Implemented **DevOps** practices, managing the **CI/CD** pipeline with **Jenkins**, and writing infrastructure as code in **YAML** for Kubernetes deployments, enabling daily game updates without **downtime**.
- Designed **MongoDB** and **SQL** database solutions, **optimizing** data structures and queries for performance, achieving **98%** data availability.
- Oversaw the entire project structure and managed the development process **step-by-step**.
- Developed a **DApp** using **React**, **Redux**, **Redux-Saga**, **React Hooks**, **Web3**, **Ether.js**, and **IPFS**.
- Experienced with various **NFT** projects such as **NFT minting DApps**, **NFT marketplaces**, swaps, and farming.
- Implemented IPFS-based authentication with **Moralis** for **NFT** products.
- Managed **DeFi** exchange projects using **Pancakeswap**, **Uniswap**, **Sushiswap**, and other platforms.
- Optimized smart contract performance by **20%** using Solidity framework features.
- Developed Smart Green Bonds incorporating an ecological state protocol that connects **IoT** off-chain data to **Ethereum** smart contracts.

- Generated over **\$500k** in **revenue**.

SENIOR UNITY DEVELOPER at Nintendo, Kyoto, Japan

June 2017 — June 2021

- Orchestrated the full development cycle, leveraging **Unity** with **C#** and **Cocos Creator** with **TypeScript**, enhancing player engagement and increasing session lengths by **8%**.
- Led game mechanics design, utilizing advanced **C#** and **JavaScript** techniques, boosting player retention rates by **6%** through responsive and dynamic gameplay elements.
- Utilized Java to build robust back-end systems for multiplayer games, including real-time chat functionalities and leaderboards, supporting thousands of concurrent users.
- Developed several engaging **2D games** using **Phaser.js**, focusing on intuitive gameplay mechanics and compelling visual storytelling to enhance player engagement.
- Created multiple games using **Unity**, employing **C#** for scripting physics and animation systems, resulting in a **21%** increase in user experience ratings.
- Achieved a **97%** stability rate across web and mobile platforms by **optimizing** performance using **HTML5** and **WebGL**, ensuring seamless gameplay.
- Developed over **15** games using **Unity**, **Cocos2d-x**, contributing to more than **20%** of new profits and helping revive the company from a recession.
- Built **5** multiplayer endless runner games with **Photon**, **Unity**, **Firebase** and **C#**.
- Reduced **vertexes** and meshes of **3D models** by **20%** and improved character **quality** using **shaders** to enhance video game performance.
- Improved game performance speed by **10%** through project **optimization**, resulting in **positive reviews** and extended market reach.

SENIOR WEB DEVELOPER at Sting, Chiyoda City, Japan

June 2012 — January 2017

- Completed over **15 front-end** and **6 back-end** projects using technologies such as **React**, **Next.js**, **Vue.js**, **Node.js**, **Laravel**, and **Apollo GraphQL**.
- Achieved a **79%** reduction in response time for a critical progressive web application by **optimizing** legacy data storage and search queries using **DAX** and **ORD**.
- **Managed** and **analyzed** weblog data, setting up a Hadoop cluster with **10** hosts (**9 Data Nodes** and **1 Master Node**) using **Cloudera** Manager to process **7 TB** of log data.
- Collaborated with **UX/UI** design teams to enhance the checkout flow, resulting in a **20%** increase in conversion rates.
- Developed an internal **QA** automation tool for monitoring customer-facing web applications, improving click-through rates by **7%**.
- Worked with a team of **5** developers to implement **APIs** that accelerated internal analytics reporting speed by **24%**.
- Optimized project **loading** and **build** times by **50%** through route-level code splitting, immutable data structures, production mode optimization in **Webpack**, **CDN** utilization, and enabling **Gzip** compression on the web server.
- Led an Agile team across **4+** application domains, overseeing the architecture, design, and development of **5** new features.

- Implemented Single Page Application architecture and client-side **MVC** using **AngularJS**.
- Utilized **Angular** UI Grid directives such as filters, rootscope, child scope, modal, and templates for **front-end** development.
- Developed cross-browser compatible components and wireframes using **CSS**, **JavaScript**, **jQuery**, **Ajax**, and **AngularJS**.
- Implemented websites using **Laravel Blade**, **Bootstrap**, **JavaScript**, and **CSS**.

Skills

Game Development

Unity / Unreal Engine / Cocos Creator / Cocos2d-x / HTML5 / PhaserJS / Android Studio

Web Technologies

HTML / CSS / React / Node / Angular / Vue / GraphQL / ASP.NET / Laravel

Networking

Socket.io / Photon / Mirror / RESTful API / PlayFab / Nakama

Cloud service

AWS / Docker / Azure / Google Cloud / Firebase

Blockchain

Solidity / Web3 / Smart Contract

Design

Figma / Adobe Photoshop / Blender / Maya

Programming Languages

C# / C++ / Java / JavaScript/ TypeScript/ Python / WebGL / Rust / Go

Databases

MongoDB / MySQL / SQL / SQL Lite

Development Practices

DevOps / Docker / Agile / Scrum