

# YOSHIFUMI KAWAI

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E-mail: [ils@neue.cc](mailto:ils@neue.cc)

Technical blog: <http://neue.cc/> Twitter: @neuecc (3946 followers)

GitHub: <https://github.com/neuecc> (56 repositories) Slideshare: <https://www.slideshare.net/neuecc> (44 slides)

## QUALIFICATIONS

- 10 years of C# development experience
  - Strongly knowledge of C# language and meta-programming with IL code generation
  - I've built in-house framework and some OSS libraries
    - ✧ Serializer, ORM, DI, Web Framework, Authentication, API Client, Visual Studio Extension, Analyzer, Unit Test Library, Logger, etc.
- 5 years of Unity development experience
  - Leading development of UniRx that famous Unity assets
  - <https://github.com/neuecc/UniRx/>
- Publishing many C# libraries in GitHub(56 repositories) and NuGet(75 packages)
  - In GitHub C# ranking, I'm marked 21/218376 in worldwide, 2/1559 in Japan
  - <http://git-awards.com/users/search?login=neuecc>
- Evangelism of technology and presentation skills
  - Achieved Microsoft MVP for 6 years
- Experienced company management for 5 years
  - Grewed 10 to 100 employees number

## PROFESSIONAL EXPERIENCE

Grani, Inc. TOKYO, JAPAN

Oct 2012 – May 2018

### Director, CTO

#### Responsibility

- Joined early stage and board member of company, engineering
- Technical architect of "Black Knight and White Devil"(2017) that built on Unity(Client) and gRPC(Server)
- Technical architect of "Valhalla-Gate"(2013) which is web-based high traffic social game

#### Accomplishments

- Developed common core framework and choose external libraries as CTO role
- Leading "Black Knight and White Devil" architecture both server and client
  - Server(gRPC API and Streaming): <https://www.slideshare.net/neuecc/grphttp2-api-streaming>
  - Client(Unity): <https://www.slideshare.net/UnityTechnologiesJapan/unite-2017-tokyocunirx>
  - Developed and OpenSourcing some libraries that used on "Black Knight and White Devil"
    - ✧ UniRx, MessagePack for C#(fastest serializer in C#/Unity), MagicOnion(gRPC based HTTP/2 API and Streaming framework), MasterMemory(In-Memory database)
- Leading "Valhalla-Gate" architecture that built on ASP.NET MVC, MySQL, Redis with AWS
  - Architecture: <https://www.slideshare.net/neuecc/aws-windowscnet>
- Managed building monitoring system

- NewRelic, Datadog
- Managed building analysis system
  - BigQuery, Domo
- Managed engineering team
  - Recruitment, Salary, Setting division's vision
- Building technical branding of company
  - Session talk at large conferences
  - Writing technical document to internet
  - Setting interview at some web sites

gloops, Inc. TOKYO, JAPAN

Jan 2012 – Oct 2012

### **Software Architect**

#### Responsibility

- Technical architect of web-based high traffic social game

#### Accomplishments

- Developed "Sangokushi Battle"'s battle engine that built on C# 4.0, SQL Server, Redis
- Leading initial design of next generation common framework(ORM, Logging, Authentication)
- Teaching C# language to all engineers
- Supports corporate technical branding
  - Session talk at large conferences
  - Interviewed at some web sites

EAST Co., Ltd. TOKYO, JAPAN

April 2008 – Dec 2011

### **Software Engineer**

#### Responsibility

- Team member of small web engineering team

#### Accomplishments

- Web programming
  - C# 3.0: ASP.NET Web Forms, ADO.NET, SQL Server
  - JavaScript: prototype.js

## **AWARDS**

Microsoft MVP [Apr,2011 - July,2018] for Visual Studio and Development Technologies(C#)

## **PUBLICATION**

I've talked at small community event to large conference(Unite, AWS Summit, etc) in six years about C#, there all 44 slides are available on slideshare.

<https://www.slideshare.net/neuecc/presentations>

## **EDUCATION**

Bachelor's Degree in Mathematical Sciences, TOKAI UNIVERSITY, Tokyo (2008)