

Koichi Kodama

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Education

Cal Poly San Luis Obispo

Sept 2018 - June 2023

Liberal Arts and Engineering Studies, Bachelor of Science

Concentrations: Art & Usability Studies

College Coursework: Data Structures, Object-Oriented Programing and Design, Computer Architecture, Discrete Structures, Distributed Computing, Game Design, Interactive Entertainment Engineering, Foundations in Digital, Digital 3D Modeling & Design, Interaction Design

Skills

Languages: Python, Swift, Java, JavaScript, C++, Markdown

Tool Proficiency: Figma, Adobe Creative Cloud (Photoshop, Illustrator, Premiere Pro, After Effects, XD), Microsoft Excel, Power Automate, SAP, Virtual Studio Code, Xcode, Unity, AutoDesk (CAD, Inventor, Revit, MAYA), Sketch up, Paint Tool Sai, ProCreate, Open Broadcast Software

Work Experience

SuperMicro

San Jose, CA

Support Specialist

February 2024 - Present

- Developed and revamped multiple data analytics reports utilizing Python, JavaScript, and HTML to improve efficiency of report feedback
- Spearheaded the foundation and integration of a new automated inventory system
- Surrogated as a team lead through a quarterly inventory physical check and increased process efficiency by 400%
- Designed multiple high fidelity prototypes for new internal programs and future features for existing ones

Projects

Report Efficiency Revamp

Oct 2024 - Present

Data Analyst / Software Engineer

- Researched current department processes and reports to create several portable and distributable internal tools in forms of executes which increased team efficiency
- Utilized python, javascript, html, and libraries such as pywin32, selenium, and customtkinter

Vehicle & Equipment Management System

April 2024 - Present

UX Designer / Researcher

- Researched daily process of the target user base and significant data needed from the users daily
- Designed and refined multiple hi-fidelity prototypes to use on tablet devices as well as a dashboard database which will be interconnected with the mobile application
- Crafted a set of informative and comprehensivable presentations to aid internal software developer team in visualizing the product which was under development

[ASI Access 2.0](#)

Jan 2023 - June 2023

IOS Engineer / Designer

- Revamped the university recreation center mobile application to make it more user friendly
- Conducted multiple interviews / surveys to research the student body's wants and needs
- Used information gathered from surveys to create multitudes of planning charts to help develop the application
- Coded in Swift to create a working prototype for IOS