Eric Furukawa

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EDUCATION

Western Washington University - Bellingham, WA — April 2025 – Expected March 2027
Master of Science: Computer Science

Washington State University - Pullman, WA — August 2017 – July 2021
Bachelor of Science: Computer Science, Minor in Mathematics
GPA: 3.84

Coursework: Algorithm Design and Analysis, Computer Security, Database Systems, Advanced Data Structures, Object-Oriented Design Principles, Programming Language Design, Human-Computer Interaction, Computer Networks, Graph Theory, Machine Learning, Statistics

SKILLS

Technologies
- Experienced: C#, Python, Visual Studio
- Familiar: C, C++, Java, HTML, CSS, JavaScript, PostgreSQL, Unity, .NET Framework, Ubuntu Linux

General
- Agile Team Development, Fullstack Development, Unit Testing, Software Design Principle Application, Aptitude for Learning, Effective Communicator

Languages
- Japanese (Classroom Study)

RELEVANT EXPERIENCE

Unity Game Development — May 2020 - Present
- Personal game development projects created in Unity; Focused on 2D turn-based gameplay and visual-novel style story cutscenes

Software Development Supervised by Mojang — August 2020 - May 2021
- Served as team lead managing other students while tasked with abstracting rendering code libraries; Team lead responsibilities emphasized establishing effective communication channels between stakeholders

Prototype Mobile Idle Game — April 2021
- Developed as a minimum viable product to showcase UI/UX and usability principles (E.g., Fitt's Law)

Yelp Review Program — April 2021 - May 2021
- Full-Stack Development of a mock Yelp review program in the form of a .NET Windows application with a PostgreSQL database; Required effective teamwork in a remote, version-controlled environment

Undergraduate Research - Load Disaggregation — October 2018 - May 2019
- Applied machine learning to analyze energy consumption in households providing total energy usage statistics; Explored possible learning models for usage in energy classification

Profanity Detection Program — April 2021 - May 2021
- Profanity detecting machine learning program which applied a Naive Bayes Classifier and compared its effectiveness to an SKLearn library function

EXTRACURRICULAR

Events/Organizations/Hobbies: Washington State University Hackathon (2017, 2018), GMTK Game Jam 2022, Louis Stokes Alliance for Minority Participation Participant, Jogging, Guitar, Video Games