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# Candidate #
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NAME:        Masayoshi Sugimoto
OCCUPATION: Software Engineer
ADDRESS:     173-0003 Tokyo, Itabashi, Kaga 1-21-1 Proud City Kaga Gakuendori 210
TEL:         090-6650-1337
EMAIL:       'sugimoto.massayoshi@gmail.com'


##########
# SKILLS #
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+------------+-----------------------------------------------------------------+
| LANGUAGES  | Java, Typescript, Javascript, Bash, C++, Go, Scala, Python, C#, Perl, html.   |
+------------+-----------------------------------------------------------------+
| ENGINEERING | 3D, Game AI, multithreading, distributed systems, CQRS, event driven programming,   |
|            | test automation, continuous integration, functional programming, stream processing.  |
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| TOOLS      | Git, Gitlab, Nexus, Ant, Gradle, Make, Automake, Visual Studio, Intellij, Vim, GDB,  |
|            | Spark, Axon, Kafka, Tibco, MySQL, MSSQL, Jira, Excel, Angular, Jupiter Notebook,  |
|            | Pandas, Spring Boot, Azure.                                      |
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| GITHUB     | 'https://github.com/MasayoshiSugimoto'                          |
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# LANGUAGES #
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+----------+--------+
| FRENCH   | Native |
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| ENGLISH  | Fluent |
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| JAPANESE | Fluent |
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# EDUCATION #
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+-----------+--------------------------------------------------------+
| 2008-2009 | Master of information systems and communication technology |
|           | University of Rennes                                   |
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| 2007-2008 | Research Master (Cancelled for reorientation)          |
|           | University of Rennes                                   |
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| 2006-2007 | Exchange program for foreign students                  |
|           | Tohoku University - Shinohara Laboratory               |
+-----------+--------------------------------------------------------+
| 2005-2006 | First year of Master                                   |
|           | University of Rennes                                   |
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| 2001-2005 | Bachelor of computer science                           |
|           | University of Rennes                                   |
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# EXPERIENCES #
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# Metlife: June 2022 -> Now

- Supervision of a group of five developers.
- Rewriting the legacy API for customer claims.
- Development of two-factor authentication for internal web apps.
- Integration of two-factor authentication into the mobile application used by agents.

# Nomura Japan Business Service: March 2021 -> May 2022

- Creating the interviewing procedure for a new IT organization.
- Technical interviews for a new IT organization.
- Technical standards for a new IT organization.
- Development of a low latency, high throughput application for a government effort to evaluate quantum key
encryption networks.  (Nikkei Journal)

# Nomura Asset Management: March 2020 -> May 2022

- Technical coaching.
- Design and implementation of architectural changes.
- Optimization with performance enhancements ranging from 1.5x to 10x.
- Improvement of team velocity by 10% through data collection and bottleneck reduction.
- Implementation of automated build and deployment pipeline from scratch.
- Implementation of automated unit testing and system testing from scratch. (Server and UI)
- Integration of static analysis into the build pipeline.
- Creation of a batch solution with integrated data visualization for calculating bond prices.
- Complete rewrite of the portfolio management app with 90% user satisfaction.

# Nomura Securities: April 2015 -> March 2020

- Migration of a swap trading system from UK market to US and Japanese markets.
- Creation of a framework for automated system testing.
- Automated build and deployment pipeline implementation.
- Maintenance of Java and C++ based trading systems (Design, build, test, release).
- Feature engineering and data cleansing for a data science project. (Fraudulent trade detection)

# SquareEnix (Final Fantasy XIV): June 2011 -> April 2015

- Implementation of the AI system, target system and in-game camera.
- Development of game content.

# France Telecom Japan: March 2009 -> May 2011

- Design and implementation of a development environment for home automation.


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# DEMOS #
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- Participation at JS1K (1KB javascript demo): 'https://js1k.com/2019-x/demo/4010'
- Pathfinder with physics engine (Entities will follow your mouse):
'https://masayoshisugimoto.github.io/StrategyGame/src/index.html'
- Markdown <=> Excel converter written in Go: 'https://github.com/MasayoshiSugimoto/md-excel-table'
- 2D plane game: 'https://github.com/MasayoshiSugimoto/LuftrauzerLike'
- Fix order monitor: 'https://github.com/MasayoshiSugimoto/order_monitor'

*Resume Powered by HTML, CSS and self-developed markdown <=> Excel converter.*
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