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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'
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# SKILLS #
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+-----+-----+
| LANGUAGES | Java, Typescript, Javascript, Bash, C++, Go, Scala, Python, C#, Perl, html. |
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| 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. |
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| GITHUB      | 'https://github.com/MasayoshiSugimoto' |
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# LANGUAGES #
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+-----+-----+
| FRENCH    | Native |
+-----+-----+
| 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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| 2006-2007 | Exchange program for foreign students |
|           | Tohoku University - Shinohara Laboratory |
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| 2001-2005 | Bachelor of computer science |
|           | University of Rennes |
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# EXPERIENCES #  
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# Nomura Asset Management: March 2020 -> Now
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- Agile coaching.
- Design and implementation of architecture changes.
- Optimization with performance improvements from 0.5x to 10x.
- Optimization of team velocity by 10% with data gathering and bottleneck removal.
- Implementation of automated build and deployment pipeline from scratch.
- Implementation of automated unit tests and system tests from scratch. (Server and UI)
- Integration of static analysis to the build pipeline.
- Mentoring.

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# Nomura Securities: April 2015 -> March 2020
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- Main backend developer of a swap trading platform.
- Migration of the trading system from UK markets to US and Japan.
- Implementation of an automated system test framework.
- Implementation of automated build and deployment pipelines.
- Implementation of web tools.
- Software release management.
- Feature engineering and data cleansing for a data science initiative. (Fraudulent trade detection)
- Main developer of a trade monitoring system.

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# SquareEnix (Final Fantasy XIV): June 2011 -> April 2015
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- Implementation of the game AI system.
- Implementation of the in-game camera.
- Implementation of the target system.
- Implementation of some dungeons.
- Implementation of many game systems.

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# France Telecom Japan: March 2009 -> May 2011
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- Design and implementation of a development environment for home automation.
- Outsourcing management of the 3D simulator.

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# Shinohara Laboratory - Tohoku University: September 2006 -> September 2007
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- Implementation of a rule based engine for autonomous soccer robots.
- Implementation of team play of autonomous soccer robots.
- Quarter finals of Robocup 2007.

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# DEMOS #  
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- Participation at JS1K (1KB javascript demo): '<https://js1k.com/2019-x/demo/4010>'
- Path finder 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>

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