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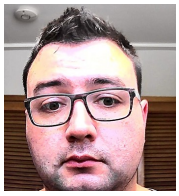
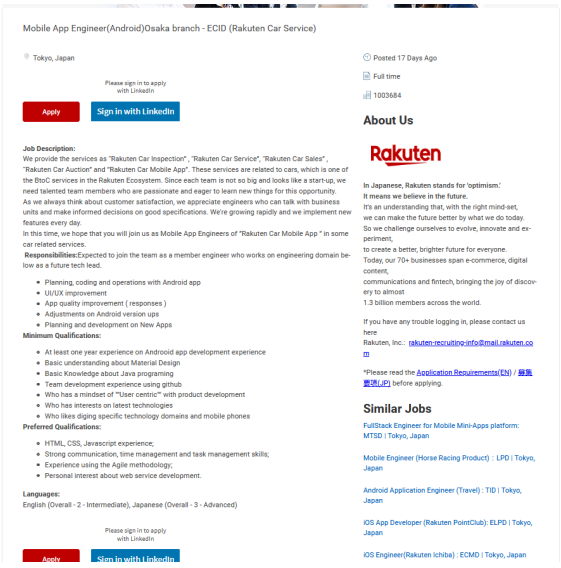


I'm from New Zealand. I have studied video game development in NZ. I have previously lived in Japan. I used to play rugby league. I also trained in boxing, kickboxing, judo and Brazilian Jiu Jitsu. I enjoy watching combat sports including boxing, MMA, kickboxing, and sumo. I also enjoy watching rugby league and support the New Zealand Warriors.

I started my interest in IT when I got my first game console. It was a SEGA master system 2. I was fascinated by how someone was able to create these games and how they worked. I studied video game development and have done some game work previously. I eventually moved to Australia and started another carer. While I was living abroad in Japan I decided I would like to move there permanently. One carer pathway that is very available to immigrants to Japan is IT. I decided to continue my studies in IT at RMIT so I could keep working and earning money while studying on the side. I hope to use my degree to move to another country and become a developer. Japan would be my preference as I already speak Japanese fairly well and have previously lived there.

Ideal Job

https://rakuten.wd1.myworkdayjobs.com/en-US/RakutenInc/job/Tokyo-Japan/Mobile-App-Engineer-Android-Osaka-branch---ECID--Rakuten-Car-Service-_1003684-120



Mobile App Engineer(Android)Osaka branch - ECID (Rakuten Car Service)

Tokyo, Japan

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Job Description:
We provide the services as "Rakuten Car Inspection", "Rakuten Car Service", "Rakuten Car Sales", "Rakuten Car Auction" and "Rakuten Car Mobile App". These services are related to cars, which is one of the BtoC services in the Rakuten Ecosystem. Since each team is not so big and looks like a start-up, we need talented team members who are passionate and eager to learn new things for this opportunity.
As we always think about customer satisfaction, we appreciate engineers who can talk with business units and make informed decisions on good specifications. We're growing rapidly and we implement new features every day.
In this time, we hope that you will join us as Mobile App Engineers of "Rakuten Car Mobile App " in some car related services.
Responsibilities:Expected to join the team as a member engineer who works on engineering domain below as a future tech lead.

- Planning, coding and operations with Android app
- UI/UX improvement
- App quality improvement (responses)
- Adjustments on Android version ups
- Planning and development on New Apps

Minimum Qualifications:

- At least one year experience on Androoid app development experience
- Basic understanding about Material Design
- Basic Knowledge about Java programing
- Team development experience using github
- Who has a mindset of "User centric" with product development
- Who has interests on latest technologies
- Who likes diging specific technology domains and mobile phones

Preferred Qualifications:

- HTML, CSS, Javascript experience;
- Strong communication, time management and task management skills;
- Experience using the Agile methodology;
- Personal interest about web service development.

Languages:
English (Overall - 2 - Intermediate), Japanese (Overall - 3 - Advanced)

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About Us

Rakuten

In Japanese, Rakuten stands for 'optimism.'
It means we believe in the future.
It's an understanding that, with the right mind-set, we can make the future better by what we do today.
So we challenge ourselves to evolve, innovate and experiment,
to create a better, brighter future for everyone.
Today, our 70+ businesses span e-commerce, digital content,
communications and fintech, bringing the joy of discovery to almost
1.3 billion members across the world.

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*Please read the Application Requirements(EN) / 募集要項(JP) before applying.

Similar Jobs

FullStack Engineer for Mobile Mini-Apps platform: MTSD | Tokyo, Japan

Mobile Engineer (Horse Racing Product) : LPD | Tokyo, Japan

Android Application Engineer (Travel) : TID | Tokyo, Japan

iOS App Developer (Rakuten PointClub): ELPD | Tokyo, Japan

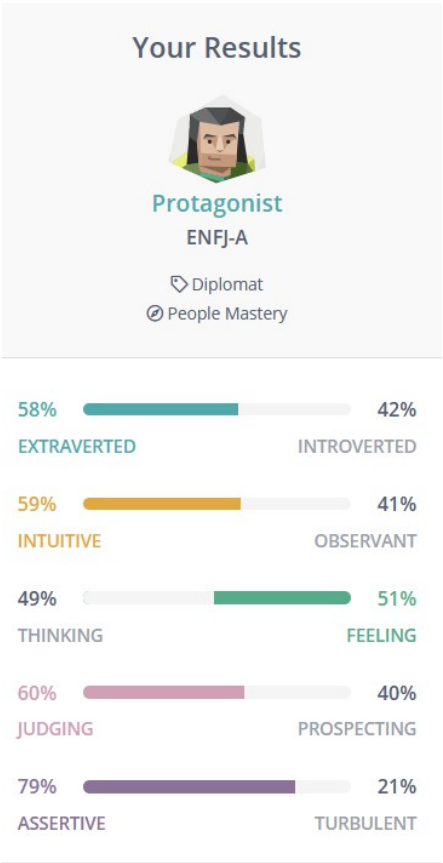
iOS Engineer(Rakuten Ichiba) : ECMD | Tokyo, Japan

My ideal job would be a Mobile App Engineer. This job is providing updates for Rakuten's Car Service apps. The job requires knowledge of coding mobile apps and updating and improving user interfaces. This job interests me as it involves an app used in the sale of cars in Japan. Coding and designing taking into account the laws and regulations around vehicles in Japan interests me.

I have worked on mobile apps and have experience coding in a professional environment. I also have experience using agile methodology. The job is located in Japan and requires Japanese

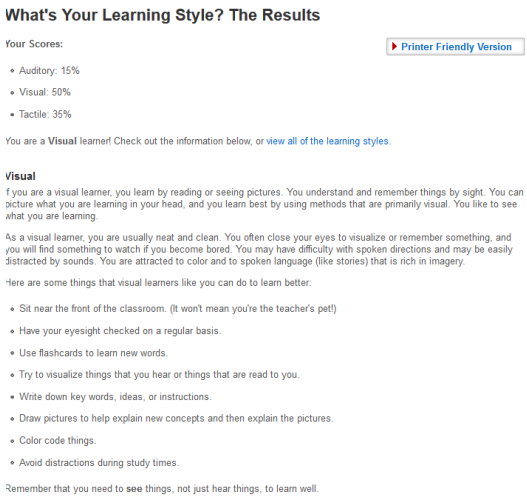
Language Proficient Test level 3(JLPT3). I am currently studying Japanese to acquire JLPT3 and hope to continue and acquire JLPT1.

Myers-Briggs Test



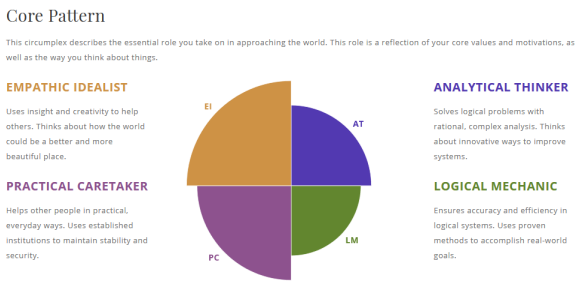
My result in a Myers-Briggs test was Protagonist (ENFJ). This type of person finds it natural to work together towards a common goal and is skilled at motivating people towards the goal. Protagonist's are not afraid to take up new challenges and push towards becoming better themselves.

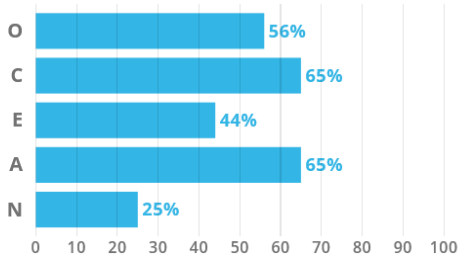
Learning Style



I am a visual learner. This means I learn and remember things by sight. Visual Learners learn best when using methods that are primarily visual such as reading or pictures.

Big 5 Personality test.





The Big 5 personality test shows that I am good at planning and using logic to work within systems and teams for the benefit of the business or project. This helps with seeing the bigger picture and making sure projects are finished on time and within budget.

Project Idea

Overview

Snakes is a competitive video game. Players guide their snakes to eat pellets and avoid walls or other players. All player simultaneously play on the same board. There are 2-4 players competing each round. Each player guides their own snake over the internet or in person. Games should only last around 1-2 minute. Different boards will be available and randomly selected.

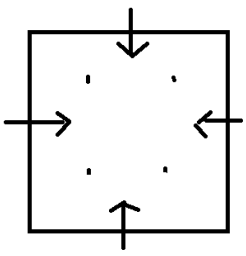
Motivation.

Snakes is interesting because while the game is easy to learn adding other players into the game adds more variables. As game rounds will only be 1-2 minutes long the mechanics of the game need to be as precise as possible. While coding the game itself wouldn't be difficult the design of levels, internet protocol, and control scheme would be difficult to perfect. This is a challenge in user design rather than coding.

Description

Players start at opposite ends of a square(see diagram 1). The snakes will then start moving forward.

Diagram 1:



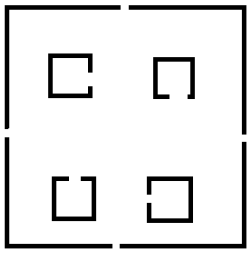
Players cannot stop the forward movement. Players can turn their snake left or right and the snake will then continue to move. If a players snake hits a wall or another snake that player is eliminated and the game continues until 1 player is remaining. The final player remaining is the winner of that

round.

As players collect pellets their snake will grow. This will make it easier to eliminate other snakes. There will also occasionally be special pellets that are larger and glow. These will have special random effects such as reversing other players controls or shortening their snakes.

There will be at least 3 levels. The first is the original square. This is the basic level with no special features. The second level will leave spaces open where the snakes enter the square. If a snake enters the space they will appear on the opposite side of the square. Players can use this to avoid others or entrap others. The third level will have 4 smaller squares inside the original square(see Diagram 2). If a snake enters one of these squares they will randomly exit either another square or one of the 4 sides. This is the most complex stage.

Diagram 2:



Tool and Technology.

The tools required for this project are an IDE such as eclipse or a game engine such as Unity. It will also require a multiplayer network engine to be able to play over the internet. This is included in Unity or RakNet is a multiplayer network engine that is free and available to the community on GitHub.

Skills required.

The coding skills required to code the fundamental game play only requires basic coding ability but will require an understanding of the teams coding naming conventions and structures of game code. The multiplayer network engine will require learning how to use either RakNet or Unity's networking systems. The documentation is easily available but will require the most work and testing to implement internet multiplayer.

Outcome.

If the project is successful the game can be released for free on Steam or hosted on a website such as IndieDB. This can be added to the team work portfolio and shows potential recruiters practical implementation of the skills required for programming jobs.