Ryoki Kunii

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SUMMARY

An organized student at San Jose State University, with high experience in programming. Works well in team projects, willing to work hard and learn. Able to coordinate team, and communicate well in a team with multi-cultural backgrounds. Doing competitive programming as hobby, and currently studying more algorithms and data structures.

EDUCATION

San Jose State University – San Jose   Expected Graduation: 12/2022

B.S., Applied Mathematics

GPA: 3.81

Honors

- Presidents Scholar (GPA 4.0): Spring 2019
- Dean's Scholar (GPA 3.65 or above): Fall 2018, Fall 2019, Spring 2020

Relevant Coursework

Algorithms and Data Structures, Applied Probability and Statistics, Linear Algebra, Introduction to Artificial Intelligence, Object Oriented Design, Ordinary Differential Equations and Dynamical Systems, Discrete Math, Numerical Analysis and Scientific Computing, Mathematical Modeling, Introduction to Combinatorics, Introduction to Graph Theory, Probability Theory, Introduction to the Design and Analysis of Algorithms

WORK EXPERIENCE

Yuan High-Tech Development Co. – Taipei, Taiwan   11/2020 - 02/2021

Internship (Individual)

- Built Qt GUI Software with C++, allowing users to perform green-screened video alpha-compositing
- Created an antialiasing function in O(screen size) time
- Designed software that can record multiple channels simultaneously, broadcast through RTCP, RTSP, and YouTube, and save video files locally
- Translated a 700-page programming manual from English and Chinese to Japanese in a month

PROJECTS

Game Development "Planturi" – San Jose   06/2021 - Present

Programmer (Group Work)

- Produce an educational adventure game in Unity, with a multi-disciplinary team of 18 members
- Program game functionality such as map transition, loading screen transition, and saving mechanism

SCE Hacks 2021 – San Jose   10/2021 - 10/2021

Programmer (Group Work)

- Developed a quiz game in Unity to raise awareness of California wildfires, achieving the best use of UI/UX award

Machine Learning Model for Movie Review – San Jose   10/2021 - Present

Programmer (Group Work)
- Build and train Bayesian Classifier model in Python to classify movie reviews as positive or negative
- Test Decision Tree model to see the pros and cons for both methods

SCE Summer Internship 2021 Lead – San Jose   06/2021 - 08/2021

Leader (Group Work)
- Directed a team responsible for extracting non-confidential user activity from SCE website and Discord bot, applying React, JavaScript, and AWS

Clinical Information System – San Jose   08/2020 - 12/2020

Programmer (Group Work)
- Designed an app in Java Swing to help doctors manage patient information
- Created form that helps doctors analyze the degree and cause of illness

LEADERSHIP ACTIVITIES

Software and Computer Engineering Society (SCE) – San Jose   08/2020 - Present

Executive Board, Dev Lead, Officer, Dev Team
- Lead Machine-Learning (ML) team of four in learning, applying, mastering, and documenting algorithms

SJSU Competitive Programming Team – San Jose   08/2019 – Present

Trainer, Officer, Member
- Hosting meeting every week, training average of 5 members and discovering new algorithms and data structures

SJSU Badminton Club – San Jose   08/2021 - Present

Member
- Playing men's doubles badminton at SJSU Badminton Club

HONORS & AWARDS

29th Place - International Collegiate Programming Contest (ICPC) Pacific Northwest Regional Contest D1

8th Place - ICPC Pacific Northwest Regional Contest D2

SKILLS & INTERESTS

Languages: Native Proficiency in Japanese, Full Professional Proficiency in Mandarin

Skills: Productive – Python, JavaScript, Nodejs, Java

Familiar – C++, TensorFlow, NoSQL, React, Unity, C#, MongoDB