

Rinze Watanabe

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EDUCATION

UNIVERSITY OF QUEENSLAND
B ENGG IN SOFTWARE ENGINEERING
Jan 2017 - Dec 2020 | Brisbane,
Australia

LINKS

Homepage:// rinzewatanabe.com
Github:// [RW21](https://github.com/RW21)
Blog:// rw21.github.io
Twitter:// [@RinzeWatanabe](https://twitter.com/RinzeWatanabe)

COURSEWORK

UNDERGRADUATE

Cloud Computing
Formal Verification
Linear Algebra
Operating Systems
Unix Tools and Scripting

SKILLS

PROGRAMMING

Experienced:

Python • Django • Java • C • Matlab

Familiar:

Go • Docker • Kubernetes • Kotlin (app development) • React • Scala • Spark • NumPy • Matplotlib • \LaTeX • HTML • CSS • Bootstrap • Javascript • Node.js • Socket.io • MySQL • VHDL • JML

Other:

Google Cloud Platform • UNIX • Sketch • Adobe XD

SOFT SKILLS

LANGUAGES

Fleunt:

English • Japanese

TRANSLATION

Specialities:

Software Documentation • Engineering Documentation
CAT
SDL Trados

EXPERIENCE

TRANSLATION MANAGEMENT SOFTWARE DEVELOPER Jan 2018
- Present

- Developed translation management software for several translation agencies.
- Developed a Python GUI app where users can manage their translator's progress and payment status.
- Created GUI with Tkinter, and used MySQL for database.

PYTHON TUTORING Feb 2018 – Present

- Teaching Python language to university students.
- Preparing students for first and second year Python programming courses.

FREELANCE TRANSLATION Feb 2016 – Present

- Working on Japanese \leftrightarrow English translation for engineering/software documentation and app/websites.
- Freelance translation for various companies such as Amazon, ABB, Ravpower(Sunvalleytek).
- Translation for various cryptocurrency projects such as Pinkcoin and Cryptocountries.io.
- Translation of medical software API documentation for Progeny Genetics.
- Worked with Adobe XD and Sketch Prototyping tool for app/website translation. Used SDL Trados for regular translation.

YOW! SOFTWARE CONFERENCE 2018 | VOLUNTEER

Dec 2018 | Brisbane, Australia

- Participated in preparation meetings and announced schedule to speakers.
- Responsible for a smooth experience for speakers and attendees.

PROJECTS

SWARMER.IO Aug 2019 | Brisbane, Australia

- Created an ".io" online realtime multiplayer game during the 2019 UQCS hackathon.
- Presented live demo in front of 200 hackathon attendees.
- Used Node.js and Socket.io to create game backend.
- Source code: github.com/multinodedefence/multinode-td

EVOLUTION FIGHT 2019

- Developed an evolution simulator to emulate an evolutionary algorithm.
- Used Numpy, Matplotlib to visualise evolution, Django to create a web app for the application.
- Source code: github.com/RW21/evolution_fight
- Temporarily deployed on www.kanji.works/

KANJI.WORKS 2018

- Developed a web service which allows users to create kanji workbook pdfs from tests they took on the website.
- Created using Django and Python PIL.
- Currently discontinued.