MASAFUMI HAYASHI

Graduate College Student & FreeLance Engineer

SUMMARY

Part-time mobile app developer with 2 years of experience in start-up IT companies in Japan and an internship in a few Japanese IT companies.

EXPERIENCE

Internship (Backend and Infra Engineer)

UXHack

📅 2017-10 – Ongoing   📍 Noida, India

UX Hack is a private crowdsourcing platform to get relevant solutions (we call it hacks) submitted by an invite only community who have the passion and skills to grow the product and its assets.

Job Responsibilities:
- Developed server side in Django.
- Optimized web site performance.

FreeLance Mobile App Engineer

Star Prince, Inc

📅 2016-11 – Ongoing   📍 Tsukuba, Japan

Star Prince produces mobile anonymous message apps (Android and iOS) like Twitter. The apps have 20000+ 1-Day Active Users in Japan.

Job Responsibilities:
- Developed mobile apps (iOS and Android) features and UIs.
- Developed server side function in Flask.
- Reviewed mobile apps code written by other members with Bitbucket.

Summer Internship

Recruit Holdings Co., Ltd.

📅 2017-08 – 2017-10   📍 Tokyo, Japan

Recruit Holdings Co., Ltd. provides integrated human resource services. It operates through the following business segments: HR Technology, Media & Solutions, and Staffing.
Companies's post of Summer internship (Only Japanese) :
https://engineer.recruit-lifestyle.co.jp/techblog/2017-11-08-intern-oss/

Job Responsibilities:
- Wrote test code, developed some features in Swift.
- Developed a library which make developers submit feedback easily through slack.

PERSONAL INFO

Location
📍 Ibaraki, Japan
Address
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Ibaraki-ken 305-0821
Phone
📞 080-6316-1747
E-mail
@ s1720722@s.tsukuba.ac.jp
Github
🐙 https://github.com/SShayashi

LANGUAGES

Japanase   ●●●●●
English (TOEIC 660, 2017/06) ●●○○○

SKILLS

Objective-C & Swift   ●●●●○
1 years of Experiences
- Developed Views which are transformed automatically into multiple devices with Interface Builder.
- Developed CustomViews which have some actions.
- Developed mobile apps which cooperate WebAPI.
- Developed a library to improve feedback system.

Django & Python   ●●●●○
1 years of Experiences
- I'm a contributor of Django.
- Developed API using django-rest-framework.
- Developed a Web API wrapper libary.

Git   ●●●●○
3 years of Experiences
- Followed Git-flow operation.
- Reviwed code.
- Wrote readable subdivided commit messages.
- Used Bitbucket and Github.

AWS   ●●○○○
Harf a year of Experiences
- Set up ElasticBeansTalk, ElasticCache and S3

EXPERIENCE

Internship
NTT DOCOMO, Inc
📅 2017-08 – 2017-08   📍 Tokyo, Japan

NTT DOCOMO, INC is the predominant mobile phone operator in Japan. Docomo provides phone, video phone (FOMA and Some PHS), i-mode (internet), and mail (i-mode mail, Short Mail, and SMS) services. I partipated in 3days Hackathon of which purpose was to propose new bussines.

Job Responsibilities:
- Developed a mock iOS app in Swift.

Part-time engineer
3-shake, Inc
📅 2015-09 – 2016-09   📍 Tokyo, Japan

3-shake provides IT infrastructures for other companies and produces a tool of data analysis.

Job Responsibilities:
- Developed the tool with Flask as a sever side engineer.
- Assisted front engineers with React.
- Built infrastructure with Docker.

Internship
Gree, Inc
📅 2016-02   📍 Tokyo, Japan

GREE quickly emerged as one of Japan's mobile Internet pioneers, developing the world's first mobile social game. Continuing to diversify as a technology company with a range of businesses including mobile games, media business, advertising, and investment.

Job Responsibilities:
- Developed an action 3d game with Unity.

Internship
Iid, Inc
📅 2015-08   📍 Tokyo, Japan

Iid is engaged in the business of media, research of User Experience and EC servise.
I developed a data visualization system in Django.

Job Responsibilities:
- Scraped Web Data with python for Data Scientists.
- Developd model part in system.

SKILLS

Java & Android   ●●●○○
Harf a year of Experiences
- Developed a game app like Game of Life.
- Fixed message app like Twitter.
- Learned basic syntax in a class.

Cocos2d-x / C++   ●●●○○
1 years of Experiences
- Released mobile apps (Android and iOS).
- Developed an action game and an puzzle game.

WORKS

These works are on my Github.

FeedbackMan
A OSS library in order to send feedback from a developing app in itself throught SlackAPI.
- Used MVCP architecture.
- Developed it during internship of Recruit Holdings Co., itd.

crowd4py
An easy-to-use Python library for accessing the Crowd4u API.
- Crowd4U is a micro-volunteering and crowdsourcing platform (https://crowd4u.org/en/).
- It works for crowdsourcing research using Crowd4u.

Nanishura
A mobile casual game app developed in cocos2d-x.
- Be able to play on Android and iOS.
- Released on GooglePlay and App Store.
- Got 300+ downloads.

Osero
A mobile Reversi game app developed in cocos2d-x. Osero means Reversi in Japanese.
- Implemeted an AI player.

C-Database
A tiny database system written in C.
- Developed it during class.

INTEREST

UX   Growth Hack   Data Analysis
Mobile Analysis

EDUCATION

Computer Science
Graduate School of Systems and Information Engineering
📅 2017-04 – Ongoing   📍 Tsukuba, Japan

At the school, I have been studying computer science including database systems, operating systems, software engineering, and Web technologies. For the master thesis, I have been studying optimization techniques for crowdsourcing systems that recruit both of human and AI workers, under the supervision of Prof. Atsuyuki Morishima, an expert of crowdsourcing systems.

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Media Arts, Science and Technology
University of Tsukuba
📅 2015-04 – 2017-03   📍 Tsukuba, Japan

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Computer Science
Yuge Nattional College of Technology
📅 2010-04 – 2015-03   📍 Yuge, Japan