

# Pikachu

Mouse Pokémon,  
C#/C++ Developer



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## EMPLOYMENT

**Niantic**, San Francisco, US – *game developer*

- Made Pikachu model for Pokémon Go.
- Developed security features of Pokémon Go API.
- Significantly(99%) increased amount of data collected for statistical analysis.

Technologies: Go, matplotlib, Machine Learning, Atom.

## EDUCATION

**Pokémon school, Ash's Pokeball** – *PHD*

I was the best yellow pokemon in a school, and has got 5.1 GPA.

## PROJECTS

**Pocket Monsters: Red and Green** – *handheld game*

**Pokémon Gold and Silver** – *Game Boy Color game*

**Pokémon Emerald** – *game, Game Boy Advance*

**Pokémon Trozei!** – *game for Nintendo DS*

**Pokémon GO** – *game*

## SKILLS/ABILITIES

- Static(Ability)
- Lightning Rod(Ability)
- C#(language)
- JVM

## AWARDS

- **THE BEST** pokémon in the world!
- Win **100500** battles all over the world.

## LANGUAGES

- Japanese(native)
- French(intermediate high)
- Spanish(beginner)
- German(beginner)
- Italian(beginner)
- Korean(native)