

HARUTO TANAKA

STUDENT

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SUMMARY

A 2nd year University of Alberta, Honors Computing Science student. Highly motivated and passionate with data science, machine learning, deep learning, computer vision, algorithms, and mathematics. Responsible with own works and always eager to learn. Always contribute to optimize the group's profit, but also look forward to take a leadership as well.

EDUCATION

University of Alberta
BSc Computing Science 2023
Honors Computing Science

Sept. 2019 - Current

EMPLOYMENT

HACARUS Inc., Data Scientist Internship, Kyoto, Japan

Aug. 2020 - Current

* Data Scientist Intern at HACARUS Inc.

* Involved to create an educational content for data science beginners.

* Responsible for a segmentation neural network development, which segments the biological tissues in the images.

SKILLS

PROGRAMMING LANGUAGES: Python, C/C++, Java

WEB DEVELOPMENT: HTML5, CSS3, JavaScript, AJAX, JSON

TECHNOLOGIES & FRAMEWORKS: Flask, Django, Tensorflow, Pytorch, Keras

DATABASE: SQLite, SQL

TOOLS: Docker, git, github, Heroku, Jupyter notebook & lab, Travis CI

DATA ANALYSIS: numpy, pandas, matplotlib, openCV, seaborn, lightgbm, xgboost, scikit-learn, optuna

PROJECTS

Car Recognizer LINE BOT (message bot for car classification)

June 2020 - July 2020

Image recognition project of car brands. Fine tuned model using Xception Net recorded average of 85% accuracy with training, and 83% with validation datasets. Not only created a DL model, but deployed it using LINE API with CI/CD pipeline created by Travis CI and heroku, where all environments are managed by Docker.

ASK! (Stack overflow-like BBS for Japanese users)

Jan. 2020 - Feb. 2020

BBS for Japanese IT developers, with a basic set of functionalities such as user registration, user login/logout, post topics, and post/reply comments. HTML

Shogi Sen-nichite Analyzer

May 2020 - May 2020

First real-world ML project. Binary classification of professional Shogi (chess-like board game in Japan) player who experienced Sen-nichite (rare special situation on Shogi game) for less or more than 10 times throughout their career. Collected data by web scraping, and as a result, got 1.00 accuracy on training, and 0.99 on validation dataset.

Crypto-Chat

Nov. 2020 - Nov. 2020

Developed the cryptography algorithm (AES) algorithm from scratch, and a chat application using Flask to implement and test the algorithm created.

AWARDS

GCI Summer 2020 high achiever, University of Tokyo, Matsuo Lab

Aug. 2020

Awarded for a high achievement in Global Consumer Intelligence (Data Science course organized by Matsuo Lab in University of Tokyo).

ACTIVITIES

Competitive Programming Club, Contributor

Contributed to several local competitions to enhance the skills of programming and algorithms.

Kaggle, Expert

Current

Contribution to kaggle. Currently a discussion expert.