Resume

Yuichiro Kawakami

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Skills & Abilities

➔ **[Link For my portfolio](#)**
➔ Game Development - Unity
   ◆ Developed and released a mobile game for Android in C# with my classmate.
   ◆ Utilized AI tools to create models and animations.
➔ App Development - Flutter, Dart
   ◆ Developed a todo app for Android and iOS in Dart.
➔ Programming languages
   ◆ Proficient in C#, Python, Dart, C++, and C.
   ◆ Developed several applications for desktop as school projects.
➔ Web Development
   ◆ Proficient in HTML, CSS, and JavaScript. Designed and coded a website as a school project.
➔ Software: Blender, GitHub, Adobe Photoshop, Adobe Premiere Pro
   ◆ GitHub: Used for version control for game development.
   ◆ Blender: Used to modify the models that are generated by AI to improve.
   ◆ Adobe Photoshop & Premiere Pro: Edited photos and videos for various purposes, such as game development, presentations, sharing with my friends, and assignments.

Experience

2016-2021
PLENUS Co.,Ltd, Tokyo, Japan

● Demonstrated teamwork and communication skills by collaborating with other chefs and servers to ensure customer satisfaction and smooth operations.

Education

2023 - Present

Institute of Technology Development of Canada, Vancouver, Canada

- Pursuing a Diploma in Information Technology - Game Programming Specialization

2016 - 2021

Waseda University, Tokyo, Japan

- Graduated with a Bachelor of Sociology

Language

- Japanese: Native speaker and writer.
- English: Fluent speaker and writer. Passed The Test of English for International Communication (TOEIC) with a score of 825 out of 990.