

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.
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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
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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.