

# Yohji Kusakabe

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## PROFILE

Computer Science student whose interests are software design for mobile and desktop applications, game design and data management.

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## EDUCATION

Sep 2014 – May 2019	<b>Hunter College, Bachelors of Art in Computer Science</b> NYC
	<ul style="list-style-type: none"><li>Relevant Coursework: Data Structures (C++), Discrete Structures, Software and Algorithm Design I,II,III, Computer Architecture I,II Computer Theory.</li><li>3.3 GPA</li></ul>
2010 – 2014	<b>Brooklyn Technical High School, Degree</b> NYC

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## SKILLS

C++	Swift
XCode	Visual Studios
Microsoft Excel	Linux OS

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## PROJECTS

### 2d Platformer Game C++

Implemented in class concepts such as data structures and algorithms through application of graphical interface, user input and data storage. Working animation, procedurally generated levels, basic enemy AI, UI etc.

### Autocomplete

Created a autocomplete program that receives a prefix and returns completed words that begin with said prefix. Implemented through loading the entire English dictionary into a self implemented Trie data structure.

### iOS data application

Using Xcode's framework, designed basic application that keeps track of money lent or borrowed from friends. Simple and user-friendly interface. Unreleased in app store, planning on adding more features.

### Disaster relief mockup app for CUNY Hackathon

Designed small mockup app over the course of three days. Has user login/register screens and implementation of google maps api.

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## EMPLOYMENT HISTORY

2016 – 2017	<b>Customer Sales Representative, Tony Moly</b> NYC
	Retail assistant and cashier for Korean cosmetics company.
2015 – 2016	<b>Barista And Cashier, Cafe Zaiya</b> NYC
	Japanese cafe and bakery.
2014 – 2015	<b>Mover, Extra</b> NYC
	Helped move furniture and clothing to clients.