AARON T. NOJIMA

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EDUCATION

University of Southern California · M.S. Computer Science (Game Development)
GPA – 4.0 / 4.0 (Fall 2016 - Present)
Completed Coursework: Game Engine Development, 3-D Graphics and Rendering

Massachusetts Institute of Technology · B.S. Computer Science and Engineering
GPA – 4.7 / 5.0 (Fall 2012 – Spring 2016)
Completed Coursework: Computation Structures, Software Construction, Design and Analysis of Algorithms, User Interface Design and Implementation, Software Studio, Digital Communication Systems, Artificial Intelligence, Computer Systems Engineering, Linear Algebra, Introduction to Computer Graphics, Advances in Computer Vision

WORK EXPERIENCE

Microsoft Corporation · Redmond, WA
Software Engineering Intern, Project Title: RDS Machine Learning (Summer 2016)
- Designed a general-purpose machine learning plugin for the RDS engineering team to use
- Generated machine learning inputs from RDS telemetry data
- Experimented with various machine learning algorithms and feature engineering techniques
- Created a platform to simulate RDS system for proof-of-concept

Software Engineering Intern - Project Title: RDS Admin Access (Summer 2015)
- Worked on internal and customer debugging features for the Remote Desktop Services team
- Utilized the Azure API to enable full-desktop connections to virtual machines and create temporary user
- Generation of RDP files with auto-login support using Windows Crypt32 password encryption and embedding
- Implemented monitor to automatically disable unattended access sessions

Fluid Interfaces Group - MIT Media Lab · Cambridge, MA
Undergraduate Researcher - Project Title: Jajan! (Fall 2014 – Spring 2016)
- Developed SceneMaker, a web-platform which enables Jajan! users to build, save, and publish scenes
- Designed a database with appropriate data models for scenes, backgrounds, and props
- Implemented scene-editing tools (scaling, positioning, etc.)

Rev.com · San Francisco, CA
Software Engineering Intern - Project Title: Pedal Connect (Summer 2014)
- Reverse engineered various USB devices commonly used by Rev workers
- Developed a Windows desktop application that configures and manages USB foot pedal devices
- Added user-customizable foot pedal controls on TcEditor (Transcription Editor)

SKILLS AND INTERESTS

Software Development: JavaScript/HTML5/CSS3, Three.js, Node.js, Python, Django, C++, C#, AWS, Azure, Visual Studio, Git
Design and Modelling: Paint.NET, Maya
Languages: English, Japanese
Miscellaneous: Physics Simulations, Game Development, Web Technologies, Computer Graphics / Vision

PROJECTS

For examples of my work, please visit http://www.aanojima.com or http://github.com/aanojima