Nakamoto Kai

SOFTWARE DEVELOPER

Education

From Apr. 2015 to Mar. 2019

Bachelor, Software engineering
Shizuoka University Shizuoka

- Proficient in Python, Java, and C++, C# programming languages
- Experience with software development tools such as Git, Visual Studio, and Eclipse
- Familiarity with database management systems such as MySQL and MongoDB
- Knowledge of HTML, CSS, and JavaScript for web development
- Strong analytical and problem-solving skills
- Excellent verbal and written communication skills

Work experience

From May 2019 to Sept. 2019

Developer
Konehito Co., Ltd. 3-20-1 Minami-Azabu, Minato-ku, Tokyo Daiwa Azabu Terrace 5F

From Oct. 2019 to Nov. 2019

Blockchain Developer
Athena Remote

- Worked well as a Smart contract developer for Betting DApp based on TRON.
- Cooperated with Athena team in front-end development using React.js

From Dec. 2019 to May 2021

Game developer
Gods Unchained Remote

- Integrated blockchain technology into games using Solidity smart contracts and developed custom ERC-20 tokens for in-game purchases and rewards.
- Utilized web3 libraries to connect games to Ethereum networks and implemented crypto wallets for players to manage their assets.
- Conducted code reviews and provided feedback to team members, resulting in improved code quality and reduced bugs.

From May 2021 to Sept. 2022

Game developer
SayGames Ltd Remote

- Developed mobile games using Flutter framework.
- Created cross-platform games for iOS and Android using Unity, including multiplayer support and 3D graphics.
- Collaborated with game designers and artists to implement new features and improve gameplay mechanics.
- Maintained and updated existing games, ensuring compatibility with new operating systems and devices.
- Researched emerging technologies and incorporated them into game development processes to stay ahead of industry trends.

About

- groupofstars36145@gmail.com
- 1208-102 Yawatano, Ito City, Shizuoka Prefecture
- Date of birth 11/22/1995

Languages

English

Computer skills

- Proficiency in Unity game engine and development environment
- Knowledge of programming languages such as C#, JavaScript, and Boo
- Ability to create UI elements and menus using Unity's built-in tools
- Familiarity with Unity's scripting API and ability to implement custom scripts
- Understanding of game networking and multiplayer implementation using Unity's UNET system
- Ability to integrate third-party plugins and assets from the Unity Asset Store
- Familiarity with mobile game development and deployment to Android and iOS platforms using Unity.

Assets

Cubes Control
https://play.google.com/store/apps/details?id=com.playstrom.cubescontrol

Johnny Trigger: Action Shooter
https://play.google.com/store/apps/details? id=com.time.trigger