Daniel Okazaki

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OBJECTIVE

Currently looking for a part-time Software Engineer Job for Fall 2019 and a full-time Software Engineer Job for Summer 2020.

EDUCATION

Santa Clara University, Santa Clara
Master of Science (M.S), Computer Science and Engineering
Expected June 2020 GPA: 3.0/4.0

Santa Clara University, Santa Clara
Bachelor of Science (B.S), Computer Science and Engineering
June 2019 GPA: 3.3/4.0

TECHNICAL SKILLS

Languages: C, C++, Python
Operating Systems: Windows, Mac, Linux
Tools/Framework: AWS(Lambda, DynamoDB, and API Gateway), SPDK, Docker, Jensen, GitHub
Familiar: Javascript, HTML, CSS, ARM/Intel Assembly
General: Algorithms, Data Structures, Object Oriented Programming, Artificial Intelligence

EXPERIENCE

Platform Firmware Engineer Intern **June 2019 - Sept 2019**
Western Digital
Worked on implementation, validation, and error handling for firmware integration using SPDK. Created CLIs for internal use on various products.

Volunteer STEM Instructor **April 2018 - June 2018**
Kennedy Elementary School
Taught elementary students about Arduinos. Lessons based on basic circuit design and programming using the Snapino kit.

PROJECTS

Blockchain Research **April 2019 - Present**
Worked with a team to create a base Blockchain implementation, and iterating on top of that to make a custom Blockchain architecture that is in theory far more scalable than current implementations using proof of work and proof of stake.

- **Technology/Tools:** Python, Flask, Docker

NavSense **September 2018 - October 2019**
Worked with a team to create a mobile assistive device for the visually impaired using machine learning for our Santa Clara University capstone project. Built using a Raspberry Pi 3B+ and Google Coral Accelerator. Paper published in IEEE and presenting in the 2019 IEEE Global Humanitarian Technology Conference.

- **Awards:** Computer Engineering Technical Excellence Award, Senior Design Presentation Award
- **Technology/Tools:** Python, cv2, EdgeTPU API, Intel Movidius Neural Compute SDK
- **Link :** https://github.com/dtokazaki/NavSense

Bug Reporting System **Oct 2018 - Nov 2018**
Worked with a team to create a bug tracking system for the Santa Clara University IT Department.

- **Technology/Tools:** HTML, JavaScript, CSS, AWS(Lambda, API Gateway, and DynamoDB)
- **Link :** https://github.com/dtokazaki/BugTracker

Facial Recognition Program **Sep 2018 - Dec 2018**
Built an artificial intelligence program that compares the accuracy between different K-rank subspaces.

- **Technology/Tools:** Python. NumPy, cv2
- **Link :** https://github.com/dtokazaki/FacialRecognition

Santa Clara University 2017 Hack for Humanity Finalist **March 2018**
Worked together in a group to create a website that displayed the current bills and legislature passing through the California Government.

- **Technology/Tools:** HTML, CSS, Javascript, Web API
- **Link :** https://github.com/nsampemane/VoteCa

RELEVANT COURSES

• Internet of Things • Artificial Intelligence • Computer Architecture (ARM Assembly)
• Software Engineering • Compilers • Energy Efficient Computing • Advanced Algorithms
• Advanced Operating Systems (Linux) • Discrete Math • Computer Networks (TCP,UDP)
• Web Usability • Engineering Ethics • Advanced Data Structures • Digital Integrated Circuit Design

ADDITIONAL ACTIVITIES

• Member of Association for Computer Machinery
• Enthusiast Custom Computer Builder