Daniel Okazaki

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EDUCATION

Santa Clara University, Santa Clara
Master of Science (M.S), Computer Science and Engineering
Expected June 2020 GPA: 3.8/4.0

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, Jira
Familiar: Javascript, HTML, CSS, ARM/Intel Assembly, RISC-V
General: Compilers, Architecture, Algorithms, Data Structures, Object Oriented Programming, Artificial Intelligence

EXPERIENCE

Platforms Firmware Engineer Intern **June 2019 - Current**
Western Digital

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**
Working with a team to create a flexible parameterizable Blockchain implementation, then iterating on top of it to make a custom Blockchain architecture that is in theory far more scalable than current implementations that are using proof of work and proof of stake. Implementation in Python.

Compiler Optimizations **September 2019 - December 2019**
Built a compiler in C++ that covers the Simple C syntax. After building the compiler, implemented the following optimizations: Constant Folding, Algebraic Simplifications, Local Value Numbering, Local Register Allocation, Dead Code Elimination, Copy Propagation, and Common Sub-expression Elimination.

Branch Predictor **April 2019 - Present**
Worked in a team to build local, correlating, global, and tournament branch predictors to test their accuracy. Our results showed that a similarly sized tournament predictor using a global and a correlating predictor were able to match the performance of the gshare predictor.

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.

- **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

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

• Advanced Compilers • Advanced Architecture • Software Ethics • Internet of Things • Artificial Intelligence • 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