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, BitBucket, Flask(Python),
Familiar: Javascript, HTML, CSS, ARM/Intel Assembly
General: Operating Systems(Linux), Computer Networks(TCP,UDP), Data Structures, Artificial Intelligence, Software Engineering, Computer Architecture

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 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 assitive device for the visually impaired using machine learning. Built using a Raspberry Pi 3B+ and Google Coral Accelerator. Paper published in IEEE and presented in IEEE Global Humanitarian Technology Conference 2019.
- **Technology/Tools:** Python, cv2, EdgeTPU API, Intel Movidius Neural Compute SDK (NCSDK)
- **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, AWS API Gateway, AWS Lambda
- **Link :** https://github.com/dtokazaki/BugTracker

Facial Recognition Program   Sep 2018 - Dec 2018
Built an artificial intelligence program that compares the accuracy between different rank-K subspaces in Python
- **Technology/Tools:** Python. NumPy, cv2
- **Link :** https://github.com/dtokazaki/FacialRecognition

SCU Hack for Humanity 2017 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, REST 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 Operating Systems (Linux) - Discrete Math - Computer Networks (TCP,UDP) - Web Usability - Advanced Algorithms
- Engineering Ethics - Advanced Data Structures - Digital Integrated Circuit Design

ADDITIONAL ACTIVITIES
- Member of Association for Computer Machinery
- Enthusiast Custom Computer Builder