

Griffin Fujioka

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Professional Experience

Total professional experience includes two IT internships, two software development internships, one AP Computer Science TA position and one full time software engineering position.

Cobalt – Software Engineer I

February 2014 – Current

- Primary responsibility entailed server side Java code
- Responsible for production code as well as test code using JUnit and Mockito testing frameworks
- Strong emphasis on: agile development, TDD, continuous delivery and regular release cycles
- Utilized remote communication on a daily basis

Majiq – Software Engineer Intern

May 2013 – August 2013

- Designed and implemented RESTful web API using ASP.NET MVC 4
- Designed and implemented iOS client app using Xamarin.iOS
- Collaborated with database administrators to design and implement SQL queries

Managed Business Solutions – Software Engineer Intern

May 2012 – August 2012

- Shareholder management system (C#.NET Windows Forms)
- SQL Server Reporting Services

Education

Washington State University

Graduated December 2013

B.S. in Computer Science with minors in Math and MIS

- Cumulative GPA: 3.30
- Placed 3rd in EECS Senior Design Competition
- Member of ACM club

Technology Summary

Proficient languages: Java, C#/XAML, C++, C, SQL

Exposed languages: JavaScript / HTML / CSS, Python, VTL, VB.NET, Objective-C

IDEs: Visual Studio, Eclipse, Xamarin, Sublime Text 2, XCode Interface Builder

Source Control: Github, Perforce, Team Foundation Server

Other tools: Jira, Code Collaborator, Fisheye / Crucible, Bugzilla, Confluence, Splunk, Trello, SQL Server Management Studio, Amazon S3 and Route 53 Web Services

Extracurricular Activities

- Teaching Assistant at TEALS (May 2014- Current): Responsible for teaching AP Computer Science class
- Tutoring as a part of ACM membership
- Two time WSU ACM hackathon participant
- WSU Microsoft Student Partner 2012-13 academic year
- Senior Design Project: video-blogging service with REST API and mobile clients; placed third among EECS teams. Responsible for building Windows 8 client in parallel with API. Supported by Amazon EC2 and S3.
- 10+ apps published across Windows Phone and Windows 8 (estimated 25k total downloads)
- Visit my [github](https://github.com) for more coding projects