Yujin Hirose

Mobile App Developer

Bringing ideas to life, one app at a time!

Hi, my name is Yujin Hirose I'm a mobile game developer specializing in casual, casino, and card games. I have experience in designing, developing, and maintaining various mobile games for iOS and Android platforms using Flutter, React Native, Unity, and Swift. I enjoy developing game engines and engaging user interfaces that enhance the overall gaming experience for players of all ages. I also collaborate closely with a Mobile Game Team

EDUCATION

Department of Information and Computer Science

From April 2012 to March 2016 Osaka Institute of Technology Ōsaka, Japan

During the University , I have studied Hardware Design and Embedded System and Basic Software Technology. I major in AI and Data Science and Data Engineering.

Bachelors of Information and Computer Science

From April 2016 to July 2018 Osaka Institute of Technology Ōsaka, Japan

After graduation I have continued my studying for about 2 years and get the Degree of Bachelors.

WORK EXPERIENCE

Game Engine Developer

From March 2019 to May 2023 SHIFT ASIA HCMC, Vietnam

I have entered this company in 2019 and worked for about 4 years.

First I have worked as an designer of Web or Mobile Apps. The work is simple but need more certain and clear color sense. After designer role , I have developed Web site and Mobile Apps using React framework and Flutter SDK.

LANGUAGES

English

> TOEFL PBT: 27/677

Japanese

ASSETS

Food Delivery App https://play.google.com/store/apps/details?id=com.deliholi

COMPUTER SKILLS

DevOps Apollo, Docker, Git, CMS, CI/CD, Agile Development

.Net Development C, C++, C#, Java, Python, .Net core, ASP .NET core, Visual Studio

Web Development React, Next, Vite, Gatsby JS, Sass, Tailwind CSS, MongoDB, Firebase, GraphQL, Rust, RestFul API, gRPC

Mobile App Developement Android Studio, Unity, Flutter, Ionic, Xcode, Sketch, Visual Studio, Xamarin, Kotlin

SOCIAL NETWORKS

□ https://t.me/hiccup2735