

Hudson Koyanagi

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SUMMARY

Languages: Java, JavaScript, Python, C, HTML, CSS

Tools: Git, MySQL

WORK EXPERIENCE

Mesmerise Software Engineering/Data Science Intern

Jul-Aug 2021

- Designed and implemented virtual reality interior design elements with the software team
- Worked alongside head of the data science team to implement a mood recognition machine learning algorithm in Python

The American School in London IT

Jun-Jul 2021 & 2022

- Responsible for the organisation and re-imaging of approximately one thousand laptops

PROJECTS

Socket File Server

[source code](#)

- Implemented a multi-threaded, peer-to peer server responsible for incoming and outgoing file transfers using pure Java
- Created a GUI using Java Swing for client side, while server transactions were handled in a separate thread
- The program uses a custom linked-list file tree to transfer the server side's file structure to the client as well as an API for GET, POST AND DELETE requests

P2P Pong

[source code](#)

- A Multiplayer Pong game which uses Processing as graphics library with simple physics and graphics
- Custom data objects for fast serialization and transfer of game state at a high rate of delivery

RecipeZ

[source code](#)

- IOS app which takes arbitrary ingredients and finds recipes that can be made
- Utilizes API calls to pull recipe information and stores users ingredients locally for continued use

EDUCATION

2022 - 2027 Candidate for Bachelor of Software Engineering at **The University of Waterloo** (GPA: 2.75/4.0)