


Tom Ogasawara

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EXPERIENCE

Software Engineer

Apr 2017 - Aug 2017

Teslagen Biotechnology Inc., San Francisco, CA

- Designed, built, and styled dynamic user interface components for a production bioinformatics platform using Javascript ES6+, React, Redux, GraphQL, and CSS3.
- Increased application test coverage by over 32% using Jest and Enzyme frameworks.
- Implemented integration testing using CircleCI and git pre-commit hooks to automatically compile a coverage report to identify changes between commits and maintain a clean codebase.
- Wrote queries, mutations, and enhancers to perform CRUD actions against a GraphQL backend.
- Assisted in data flow architecture with Oracle Data Modeler and GraphQL Apollo.

Geophysical Consultant

May 2015 - Oct 2016

Terracon, Cotati, CA

- Collected, processed, and analyzed seismic, magnetic, ground-penetrating radar (GPR), and electrical resistivity data to determine subterranean properties and utility locations.
- Reduced data processing time by over 80% through the implementation of a new system for migrating seismic and electric resistivity data.

Research Assistant

Aug 2013 - May 2015

UC Berkeley Stable Isotope Lab, Berkeley, CA

- Developed new understanding of geomorphic controls through analysis in Matlab and ArcGIS.
- Used laser spectroscopy to determine water isotopic composition, then compared Oxygen₁₈/Oxygen₁₆ ratios to explore source propagation.

SKILLS

React.JS	SQL	Ruby	jQuery	Sketch	CSS3	GraphQL
React Native	Flux/Redux	Ruby on Rails	JavaScript	Git Workflow	HTML5	Enzyme/Jest

EDUCATION

University of California at Berkeley - *Berkeley, CA*
Bachelor's degree in Geophysics

2010 - 2014

PROJECTS

onBelay.io (*Rails, ReactJS*) - sole developer

[Github](#) | [Live](#)

Full-stack web application to help users find rock climbing partners

- Created a compatibility algorithm to match users based on shared interests and preferences.
- Utilized Google's Geocoder API to allow users to filter browsing results by geolocation.
- Architected data flows, rendering, and data stores using React and Redux frameworks.

Paul the Alien (*JavaScript*) - sole developer

[Github](#) | [Live](#)

Original side-scrolling javascript game

- Used HTML5 Canvas and JavaScript to develop an original side-scrolling platformer game.
- Utilized jQuery event listeners and CSS3 transitions to create intuitive user controls.

eZ Stream Finder (*Firebase, React Native*) - full-stack developer

[Github](#) | [Live](#)

Cross Platform mobile application for locating movies

- Accessed the GuideBox API to query multiple popular streaming services using a single API call.
- Combined React Native's integrated styling with Photoshop CS5 to create a clean, cohesive UI.
- Utilized a lightweight FireBase backend, and React Native with a Flux/redux architecture to control the application state on the front-end.