Kai Yoshino

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[kaiyoshino.com ▪ github.com/kaiyoshino](http://github.com/kaiyoshino)

Education

**University of Washington, Seattle WA**  September 2013 - Present

* Graduating in June of 2017
* Course of study – Informatics: Data Science
* Dean’s List 2015-2016

Relevant Coursework

Data Structures and Algorithms Android Development

Relational Databases

Advanced RDBMS

Front-End Web Development

Data Science I

Computer Programming: Java I, II

Project Management

Data Visualization

Experience

**Liberty Mutual Insurance Group**  June 2016 – September 2016

* Software Development Intern for the Information Management Department – Hadoop Data Innovation Team
* Assisted in implementing Apache Hadoop Framework data lake alongside legacy data warehouse
* Worked on web application demo that displays telematics data from data lake for business intelligence users

**Pariity** December 2016 – Present

* Pariity is a Seattle based project leveraging machine learning and heavy technical analysis to build a cutting edge market analysis and investment tools platform
* Co-Founder on the development team working to deploy an MVP web platform
* Navigating through the daily problem solving of creating a software product from the ground up

Technical Skills

**Programming Languages:**

**Libraries/Frameworks:**

**Databases:**

Java, Javascript, Typescript, Python

Angular.js 1 & 2, jQuery, Spring-Boot, Spring, Node, Three.js, jUnit, ES6

SQL, Firebase, Parse, Hive, HDFS, Django, JSData

Projects *(more at kaiyoshino.com/#/projects)*

**ConcertFindr**

* Site that finds music concerts and festivals by querying date and city
* Javascript, AngularJS, SongKick API, Spotify API

**Traffic Dodge**

* Android gaming application where you can weave through slow traffic in a sweet red sports car!
* Developed in android studio, uses phone accelerometer to detect weaving motion, also uses Android graphics, AudioManager, and touch tools