Kaitaku Takeda

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Skills

Programming Languages: C++, Javascript, Python, Java

Education

B.A. Computational Mathematics, June 2017
Minor, Computer Science, June 2017
University of California, Santa Cruz

Coursework

- Introduction to Programming
- Software Engineering
- Advanced OO Programming
- Mobile Applications
- Web Applications
- Introduction to Analysis of Algorithms
- Algorithms and Abstract Data Types
- Applied Discrete Mathematics
- Advanced Linear Algebra
- Number Theory

Projects

MixIn, Web Application for sharing music in a chat room
- Collaborated with 5 other Computer Science students to design and develop an application that allows users to share their favorite songs in a chat room
- Utilized Soundcloud API and Youtube Api
- Used python for backend, mainly javascript for frontend, and web2py framework

FAM, Application for users to connect through social activities
- Worked jointly with 4 other Computer Science students to develop a web/mobile app where users get community input of local events and activities.
- As the scrum master, I was responsible for having deep understanding of technologies used, and management of team tasks
- Used MongoDB, Express.js, Angular2, and Node.js

PriceWatch, Mobile application for users to stay updated with prices on e-commerce
- Designed and developed a hybrid mobile app using Cordova and Ionic
- Integrated challenging technologies such as server-sent-events to make the app energy efficient

Experience

Server/Cashier: Shinsengumi Restaurant, Torrance CA, 2013 – 2015
- Complied with multiple customers simultaneously in the most time efficient manner by cooperating with co-workers
- Developed strong communication skills by interacting with customers

Coach/Manager: STARS Youth Soccer Club, Torrance CA, 2012 -2015
- Managed and coached a team of 15-18 kids, ages 9-12, along with support of an assistant coach
- Coordinated game plans with representatives of 5 other teams to set place and time of practice games and tournaments