Ryo Kato

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EDUCATION

Master of Science in Computer Science   **August 2017 – Present (Expected May 2019)**
Viterbi School of Engineering, University of Southern California
Scientists and Engineers Program

Master of Social Informatics   **April 2012 – March 2014**
Graduate School of Informatics Kyoto University
Specialized in information retrieval from the web. Research theme was "Web Task Search," which helps users to accomplish their goals.
Thesis: "Web Task Search Based on Task Generalization and Specialization."
GPA: 3.38

Bachelor of Agricultural and Environmental Engineering   **April 2007 - March 2012**
School of Agriculture Kyoto University
Specialized in agricultural civil engineering.
Thesis: "Mechanical Characteristics of Hydrophobic Sand Blocks Mixed with Cement."
GPA: 3.38

WORK EXPERIENCE

DeNA Co., Ltd., Tokyo   **April 2014 - August 2017**

Software engineer, SWET (SoftWare Engineer in Test) Group, full time   **July 2015 – August 2017**
- Created end-to-end browser tests and testing tools for Mobage, which is one of the most popular gaming platforms in Japan, with over 50 million users.
- Sped up the end-to-end test for Mobage from 40 minutes to 10 minutes by parallel test execution using Jenkins, Docker, and Selenium Grid.
- Developed end-to-end test automation tools for a Chromium-based native app and a unity app run in Windows. Made it possible to automatically record the video of failed tests.
- From July 2015 through July 2017, had been maintaining Jenkins for Mobage development teams as a Continuous Integration tool, which builds over 100 jobs per day with increased development efficiency.
- Developed an in-house web application, which work as a testing metrics analysis system that statistically evaluates test cases and effectively manage test plans.

Software engineer, Contents Planning and Development Dept, full time   **April 2014 - July 2015**
- From July 2014 through July 2015, developed "Pachist PGQ", a web application that provides tips and hints with slot players, with over 3 million unique users per month, using Perl, Amon2, MySQL, CentOS, and JavaScript.
- Played a central role in an eight members team, adopting agile development, using Kanban, test driven development, and scrum.

SKILLS
- Ruby on Rails
- Vue and React
- iOS app development
- C, C++, Java, Ruby, Python, Perl, JavaScript, and Swift.
- MySQL and PostgreSQL
- Jenkins plugin development
- Linux

PERSONAL PROJECTS
- Developed Denkinovel (http://denkinovel.com) using Rails, which is a web service that enables users to add audio and cinematic effects to their novels.
- Created an iOS app for Denkinovel using Swift.