Kei Asakawa

4th Year Computer Science Major
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EDUCATION

University of California — Irvine **August 2023**

- Bachelor of Science in Computer Science
- **GPA:** 3.711 GPA
- **Coursework:** Data Structure & Algorithms, Machine Learning/Data Mining, Next Generation Search Systems, Information Retrieval, Computer Vision, Web Applications

EXPERIENCE

Commit The Change — Developer **October 2021 - March 2023**

- Cooperated and partnered with new non-profit organizations on a yearly basis to develop full-stack software to help with their conservation efforts
- Optimized and integrated routing to handle HTTP requests and responses in under 1 second
- Tested and debugged software while documenting processes, leading to increased efficiency by 20%
- Leveraged knowledge in Git, HTML, CSS, Typescript, React, Node.js, Express, MongoDB, MySQL, and debugged using Chrome Developer Tools

SOFTWARE PROJECTS

Movie Database Web Application

- Partnered with a developer to implement a full stack website built from scratch that displays a catalog of 1000s of movies and hosted on web server
- Optimized backend services to run in under 500ms to retrieve information from database
- Utilized: Java, AWS EC2, HTML, Javascript, MySQL, Android Development, Apache Tomcat

Video Game Player Rater

- Designed and created an application that allows a user to search up a player and leave a rating of the player's performance
- Gathered over 100 user ratings and efficiently stored in a Mongo database using mock data
- Utilized: Javascript, HTML, CSS, MongoDB, Docker, React, RiotAPI

Weight Loss App

- Worked with a team to build a full-stack mobile application that allows users to enter in health input and incorporated information from the HealthKit API to produce recommended meals
- Calculated top 100 ideal meals using cosine similarity from database that was filled with recipes web scraped from Allrecipes.com
- Utilized: Typescript, HTML, CSS, Ionic, React. Javascript, Python

Checkers AI

- Integrated a Monte-Carlo Tree algorithm to search for the best move for a checkers game using Python
- Reduced resource usage by 50% by including multithreading to simulate more moves and improve AI
- Competed against other students AI and placed in the top 7% of class

SKILLS

Software: Python, Javascript, HTML/CSS, Github, React.js, Node.js (familiar): C++, Java, SQL, Docker, MongoDB