KENSHIN TANAKA

• DETAILS •

Vancouver, Canada

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• LINKS •

GitHub

LinkedIn

Facebook

• TECH SKILLS •

Competitive Programming (Top 20%)

JavaScript (both node and browser)

Python

C++

HTML/CSS

React/Next.JS

Docker

SQL

Git/GitHub

Visual Studio Code

IntelliJ

WORK EXPERIENCE

web/software developer at SOAT Corp, Tokyo (Japan)

June 2021 — March 2022

Abnormality detection program for factory products, PDF to Excel (OCR), Predicting continuous data using reinforcement learning, Development of business web applications using MVC framework and SPA frameworks.

Learned how to develop with a team, using GitHub. In team development, always tried to maintain code quality by mutual code reviewing and utilizing CI/CD tools, etc.

EDUCATION

Computer Science, Douglas College

September 2021 — April 2022

Computer Science, University of British Columbia

September 2022 — Present

PROJECTS

Typing game, Othello (personal)

Some practice projects for React and Typescript.

Atcoder Devotion Graph (personal)

October 2020

A browser extension that overlays your devotion graph to the actual Atcoder's rating graph, written in JavaScript. Fetching user data with an API and adjusting the date by reading Atcoder's code.

Atcoder is one of the biggest competitive programming sites.

Video to ASCII Art (One of two members in Hackathon)

November 2021

A web application that takes MP4 and converts it into ASCII art using JavaScript as a front-end and Python/Go as a back-end, packed with Docker.

After this hackathon, I personally worked on speeding up this software, rewriting Python to Go, and trying to parallelize image processing in Go and succeeded in reducing the execution time from 60 seconds to about 10 seconds.

UBC course solver (personal)

July 2022

A browser extension. A timetable scheduling solver that solves which sections of classes can be taken to maximize the number of different classes without overlap and suggests combinations of classes that are the same but held at different times, written in JavaScript, using some **algorithms**, such as **Euler tour technic**, **DFS.**

Pac-man game (personal)

April 2022

A game, which mock a famous game "Pac-man" using C++ with a GUI library called SDL. This is a final project in my first game dev course at Douglas college and got 100% GPA with this project. Using Dijkstra's algorithmic pathway restoration, the enemies chase you as you move. Learned the basics of game development such as event loop, real time connection with users, with proper use of OOP.