Kenichi Maeda

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Objective

Current Computer science undergraduate with solid skills in programming. Actively looking for opportunities related to Software Development/Data Science to gain experience and skills.

Education

- **University of Massachusetts Boston**, Boston, MA — Fall 2021– present
  Major: Computer Science (BS) & Minor: Mathematics | GPA: 4.00

Relevant Coursework

CS220 Discrete Mathematics
CS310 Advanced Data Structures and Algorithms
CS341 Computer Architecture and Organization
CS420 An Introduction to the Theory of Computation
CS438 Applied Machine Learning
CS444 An Introduction to Operating Systems
CS460 Graphics
CS480 Visualizing Boston (Data Science)
CS666 Biomedical Signal and Image Processing
MATH260 Linear Algebra
MATH291 An Introduction to Mathematical Software
MATH345 Statistics and Probabilities
PHYSIC362 Computational Science

Technical Skills

- **Platforms:**
  Linux, Windows, Mac
- **Programming Languages:**
  Python, Java, C, C++, C#, HTML, CSS, JavaScript, i386 Assembly Language, Octave, MySQL, Julia, MATLAB
- **Software:**
  Web-Application Development (react, Django), Data Analysis (Pandas, Matplotlib, Power BI, Tableau, d3.js), Machine Learning (Keras, TensorFlow), Android Development (Java), Graphics (three.js), Image Processing (OpenCV, SciKit-Image, etc.)
- **Development Tools:**
  Pycharm, IntelliJ, VS Code, Jupiter Notebook, GitHub, VMware workstation, Overleaf, Android Studio, Git
- **Other:**
  Arduino, Microsoft Excel, Word, PowerPoint, LATEX, MATLAB (StateFlow, AppDesign), Mathematica

Work Experience

Summer Internship (NASA The George C. Marshall Space Flight Center) — Jun 2023 – Aug 2023

- Assisted with the development and analysis for a quadcopter control system to fly through a simulated orbital habitat
- Worked on pathfinding in a networked system using a vison-based sensor
- Collaborated with a human factors engineering team to lay a foundation for upcoming testing and implementation

Teaching Assistant (University of Massachusetts Boston) — Jun 2022 – Present

- Assisted instructors/TAs in planning, implementing, and facilitating Computer Science courses, including Intro to Computing and Intermediate Computing with Data Structures
- Provided student assistance to students during discussions, office hours, etc. enhancing their learning experience
- Led supplemental classes as an undergraduate instructor in 2023, conducting four sessions per week and offering one-on-on tutoring as needed

Project Experience

3D Shooting Game — 2023 Fall

- Created a game using Three.js that runs on any Web-connected devices

UMass Boston Payroll Prediction Model — 2023 Fall

- Created a machine learning model that predicts an approximate salary based on given inputs (e.g., department)
- Utilizing a neural network model

MBTA Guide — 2022 Summer

- Created a program showing the shortest route and time for given two MBTA stations

- Using an EdgeWeightedGraph and the Dijkstra's Algorithm

Dow-Jones-Industrial-Average-Info 2022 Summer

- Created an application showing the list of the Dow Jones Industrial Average and its corresponding stock price data (e.g., volume, opening price)

Awards and Scholarships

- Dean's List Fall 2021– present
- Chancellor's Scholarship Fall 2021– present
- The Alton J. Brann Endowed Scholarships May 2023
- The Paul English Scholarship May 2023

Memberships

- IEEE Computer Society
- UMass Boston Data Science Club
- Machine Psychology (research group at UMass Boston)

Languages

English and Japanese