Kyle Tanemura

kyletanemura@gmail.com • 253.508.9365 • www.linkedin.com/in/kyletanemura

Education

California Polytechnic State University: San Luis Obispo (9/2013 - 6/2017)
B.S. Computer Science; Major GPA 3.3, Overall GPA 3.1

Skills

Strongly Proficient
- Java
- JavaScript
- MySQL/PostgreSQL
- Python

Experienced
- Android Studio
- AngularJS
- C
- CSS
- Git
- Hadoop MapReduce
- HTML
- LaTex
- MongoDB
- Mocha
- PHP
- Vue.js

Professional Experience

PokeChef (12/2016)
- Created a website for a local restaurant https://thepokechef.com that allowed for online ordering
- In use by the owner's 3 locations and has processed 400+ orders since going live

SloDroCo (6/2016 - 9/2016) (900 lines of code - Java/JavaScript/PostgreSQL)
- Developed an inventory management and basic sales analytics web app, member of a three-person team
- Designed and implemented a PostgreSQL database to hold product, order, and user information (7 tables)
- Constructed SQL transaction queries to update the database and retrieve information to be displayed or used in calculations
- Helped design a JavaScript frontend allowing users to easily manage the inventory
- Application is still currently in use, managing a rotating inventory of 50+ unique items and tracking 500+ orders weekly from 100+ regular customers

Volunteer Experience

Densho (7/2015 - 9/2015) (192 Hours)
- Processed roughly 250 items, tagging them with meta-data and adding them to Densho's digital repository
- Implemented a function using weighted Levenshtein distance to suggest potential typos in data hand-transcribed by volunteers in Densho's name registry (100,000+ entries) (180 lines VBA)

Projects

Gridiron Gurus (1/2017 - 6/2017) (350 Hours - 3,640 lines of code - JavaScript/Python) (Report)
- Senior Project based on creating statistical models capable of predicting fantasy football statistics and using them in an application that simulated a season in a fantasy league
- Created scripts to retrieve information necessary for statistical models via RESTful APIs or scraped using BeautifulSoup
- Created statistical models predicting player performance and testing their accuracy (pair programmed with partner)
- Implemented functions using predictions of player statistics to rank them for drafting; ranks are dynamically updated based on the team's current composition at each pick
- Designed a NoSQL database to hold player and team information using Firebase

Personal Affiliation Extraction (5/2017) (10 Hours - 160 lines of code - Python) (Details and findings)
- Project based on extracting the top personal affiliation from 30,000 utterances provided by digitaldemocracy.org
- Created an inverted index of 60,000 (non unique) recognized affiliations and designed a feature vector extraction function

Stanchef's Kitchen (5/2017) (12 Hours - 985 lines of code - Java/PostgreSQL/XHTML) (Project Repo)
- Project based on creating a website for a fake restaurant capable of both creating and managing online orders
- Designed a PostgreSQL backend on a heroku server with Java controllers making queries to retrieve and update information

Yuummm (11/2016 - 12/2016) (35 Hours - 710 lines of code - Java) (Available on Google Play Store)
- Android mobile app developed that recommends a location to eat at within a modifiable set of parameters such as type of food, price, and a location distance radius
- Obtained a recommendation through Yelp RESTFUL API calls using a RetroFit interface and displayed restaurant info using an activity fragment

Interests

- Avid Seattle sports fan, musician (saxophone), world traveler, and enjoys good food