

Masato Nandate

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EDUCATION

California Polytechnic State University, San Luis Obispo (Cal Poly)

Bachelor of Science Degree in Computer Science

Jun. 2024

GPA: 3.85

Relevant Coursework: Software Engineering, Data Structures and Algorithms, Systems Programming Introduction to Computer Organization, Project-Based Object-Oriented Programming and Design, Discrete Math, Statistics with R

WORK EXPERIENCE

Data Analyst – Mustang Media Group

Sep. 2022 – Present

- Collaborating alongside a team of ten journalism and computer science students to publish data driven stories pertaining to environmental reports, diversity data, and university spending
- Visualize data collected from surveys and university reports through R and Python to supplement the stories

Tutor – Cal Poly Computer Science Department

Sep. 2022 – Present

- Provide tutoring support to computer science students in first- and second-year courses

PROJECTS

Spotify-Visualizer, Personal Project

Languages: React, HTML, CSS

- Built and deployed a website that uses Spotify API to display a visualizer for the music that the Spotify user is currently listening to on any device
- Authentication of Spotify User is done through implicit grant authorization flow, and website sends get request to Spotify API end point to get real-time listening data
- Created original visuals through vanilla CSS that displays currently playing track and playback progress

Tar, Systems Programming Partner Project

Languages: C, Unix

- Collaborated with a partner for two weeks to fully recreate the standard Unix utility Tar
- Resulted in a personal version of Tar which bundles files and directories together into one file that is easily transferrable or extractable to other computers and directories
- Incorporates principles of memory management, navigating file directories, and manipulating file metadata

Connect 4, Project-Based Object-Oriented Programming and Design Project

Languages: Java, Papplet Library

- Individual project creating Connect 4 using Object Oriented Programming Principles in Java
- Developed game logic, playability, user-input, and smart AI opponent
- Final product is a fully functioning Connect 4 game that can be played human vs human or human vs AI

Portfolio Website, Personal Project

Languages: HTML, CSS, JavaScript

- Developed a responsive personal portfolio website hosted on GitHub Pages
- Includes a Blog, Personal Projects Page, About Me, and Contact

SKILLS

Programming Languages: Python, JavaScript, Java, C, R, HTML, CSS

Frameworks/Technologies: React, Node, Express, MongoDB, Git, Vim, Unix

Languages: Fluent Japanese

CAMPUS INVOLVEMENT

Nikkei Student Union, Cultural Chair

Sep. 2021 – Present