

# Michael Shiozaki

<https://mshiozaki.com>  
[mdshiozaki@gmail.com](mailto:mdshiozaki@gmail.com)  
(647) - 785 - 6487  
[linkedin.com/in/michael-shiozaki](https://www.linkedin.com/in/michael-shiozaki)

## Experience

### North | Mobile App Developer

Sept. 2018 - Apr. 2019

- Developed and debugged the Focals app using Kotlin, Java and Swift as part of the mobile team
- Implemented troubleshooting flow screens based on UX wireframes to guide users through connection issues
- Wrote unit tests using JUnit 4 to test app functionality
- Applied Material Design principles to redesign the app home screen and add dynamic battery status

### Midnight Sun Solar Car Team | Project Lead

Oct. 2015 - Present

- Manufactured carbon fiber aerobody panels and chassis add-ons as a part of the mechanical subteam
- Analyzed competition results to pinpoint previous solar car problems, then distributed, scheduled, and supervised repair tasks to improve performance for an upcoming race

### North | Software Test Engineer

Jan. - Apr. 2018

- Wrote, reviewed, and conducted test cases for the Focals mobile app to ensure quality standards were met
- Built an Android app in Java to verify release notes styling consistency when communicating with users
- Created the overall mobile app test plan to execute a full coverage test of app quality
- Reproduced and debugged issues reported by beta users

### ITNextstep Inc. | CMMS Analyst & Developer

Jun. - Aug. 2017

- Led the initiative to convert maintenance team records to a Computerized Maintenance Management System
- Researched the optimal CMMS and led the implementation and testing process.
- Successful implementation saw maintenance team productivity rise 40%.

## Skills

### Development

Java | Python | Kotlin  
C++ | HTML | CSS

### Technologies

Android | Git | Unity  
SQLite | Arduino

### Supplementary

Product Design | Prototyping  
User Research & Testing

## Projects

### JotMyDay

Designed and created an Android journal app with 200 character entries

Utilized: Java, SQLite

### White Noise Games

Led design team to create game world and story for an RPG in Unity.

Utilized: Unity, Game Design

## Education

### University of Waterloo

Systems Design Engineering  
Class of 2020

## Interests

Hockey | Acapella | Curling  
eSports | Game Development