Kazuya Miyata

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Education

University of California, San Diego — La Jolla, CA
Bachelor of Science in Computer Science with Minor in Cognitive Science — *Projected Graduation: 2026*

College of San Mateo — San Mateo, CA
Dual Enrollment — *Summer 2020 – Summer 2022*

Relevant Coursework: Intro to Data Structures and Algorithms, Computer Networking, Enterprise Data management, Python Programming, Android Programming, Programming Methods: Java, Programming Methods: C++, Multivariable Calculus, Physics (1, Mechanics, Electricity and Magnetism)

Certifications: Computer and Information Science with Emphasis in Java Programming [College of San Maeto]

Technical Skills

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, R, Kotlin, Go (Google)
Frameworks: React, TensorFlow, Pytorch, OpenCV
Developer Tools: Git, Docker, Amazon Web Services (S3), VS Code, Visual Studio, IntelliJ, Eclipse, Blender, Fusion 360, Adobe Premiere/Photoshop/Illustrator, Microsoft Excel

Experience

Guided Research Intern — July 2022 - August 2022
Istari Digital, Digital Engineering Startup — *Boston, MA*

- Conducted research on how 5+ varying types of plastics and FDM printing techniques affect 3D printed airplane parts and documented their qualifications in a research paper.
- Presented study to company executives, enabling the company to create prototypes of their client's aerospace model at lower costs.

Research Fellow — August 2022 (2 Weeks)
Boston University — *Boston, MA*

- Collaborated with BU Professor to fabricate a fully 3D-printed RC Plane in partnership with my internship at Istari Digital learning skills such as welding, CAD, and material analysis.
- Managed 12 3D printers at BU's EPIC Lab utilizing the facility to test the printed part's tensile strength and effect of various printing temperatures to evaluate their practicality in real flights, conducting a flight test in Massachusetts.

Software Programming Intern — July 2021 - August 2021
Miles, Frequent Flyer App Startup — *Redwood Shores, CA*

- Learned the fundamentals of AWS S3 storage and how engineers and users interact with cloud storage through the application and were introduced to vision models.
- Programmed a backend Python program that identifies over 1000 image assets in the app's AWS data system through metadata validation, automating the workflow of backend data engineers.

Auto Lead / Vision Programmer — August 2021 - May 2023
Aragon Robotics — *San Mateo, CA*

- Created a Computer Vision algorithm for autonomous tasks using TensorFlow and OpenCV to detect features of the field from the robot.
- Implemented PID feedback control and Finite State Machines on the drivetrain of the robot and other subsystems, allowing for precise movement and localization.

Simulation/Software Programmer — September 2021 - May 2023
Flight Club Aerospace — *San Francisco, CA*

- Constructed Flight Simulation Environment via Gazebo/Matlab/Cmake to test and model a rendered version of project ultralight aircraft.
- Helped design the UI that communicated with the flight computer and sensors to display information like Lat/Longitude, Airspeed, and Pitch.