Japanese Software Engineer

PROFESSIONAL EMPLOYMENT EXPERIENCE

Pixel Software 株式会社 - Ehime, Japan. On-Site

2021.04 - 2023.06

Software Engineer - Full Time

Product Solutions Division 1 Team

- 1. Industrial and Public Plant Monitoring System Development
 - Developed a new industrial gateway system by using Golang and replaced the existing VB and C legacy systems, improving maintainability and scalability.
 - Optimized Golang's concurrency features to handle thousands of industrial sensor tags, increasing data throughput over 40% by benchmark. Enhanced data stability, and reducing processing time.
 - o Programmed control software in C# for System-Operator to monitor Industrial data.
- 2. Backend Development with REST API
 - Designed and maintained internal management systems using Python (Django) to support employee information management and project tracking.
- 3. Collaborative Development and Quality Assurance
 - Collaborated within a 7-member team to plan, design, and deliver software functional specifications.
 - Developed and executed test plans to ensure functionality, performance, and security.
- 4. Documentation and Reporting
 - Created detailed technical documentation, including system architecture and API specifications.
 - Prepared reports and presentations to communicate project progress and solutions to stakeholders.

Tomorrows AI - Washington, United States. Remote

2024.10 - Now

Software Engineer - Intern

USA - Backend Team

- 1. Developed a web application using Flask for searching and displaying news articles.
 - Implemented a feature allowing users to search articles by title or keyword. Displayed search results as a list, with clickable titles to redirect to detailed pages.
 - Programmed dynamic detail page displaying article titles, images, and content based on data passed from Flask.

Education Background

East China Normal University - Master of Software Engineering; GPA 3.1 / 4.0 2023.9 - 2026.6 Shanghai International Studies University - Bachelor of Arts; GPA 3.4 / 4.0 2019.9 - 2021.6

Master Degree Research Project: Machine Learning

Building a Flight Ticket Sales Forecasting Model Using Machine Learning

- Analyze the factors influencing prices based on historical airline ticket price data, and examine which factors affect airline ticket prices
- Compare the predictive accuracy of multiple machine learning algorithms (e.g., LightGBM, GBDT, SARIMA) to identify the optimal method
- Researching a unique machine learning algorithm aimed at predicting the optimal airline ticket prices

LANGUAGES AND TECHNOLOGIES

- Programming Languages: Golang Python C# JavaScript SQL
- Frameworks: Gin Django Flask .NET
- Tools: Git GitHub Docker
- Operating Systems: Windows Linux
- Other Technologies: RESTful API design TCP/IP Machine Learning JQuery

Languages

- Japanese (Native)
- English (Professional working proficiency)
- Chinese (Professional working proficiency)