Ryo Ogawa

Software Engineer (Web)



ngibokken@gmial.com

Ask me

Yokohama, Kanagawa, Japan 💽



https://github.com/negibokken



Profile

I have been working at Ricoh Co., Ltd. as a software engineer for 4 years. Currently I'm working as a team leader. I love all of Web technologies:) Now I develop a Web browser as a self project for understanding.

Work Experience

Ricoh Co., Ltd. April 2016 -

- April 2018 -
 - Working as a team leader on a project that I proposed April 2018.
 - Architected the Web services including infrastructure and developed them with Google Cloud Platform, React.js and Node.js (TypeScript).
 - Marketing in the company & got 5,000 users out of 8,000 (all in near future) at Ricoh & 3 customers
- Nov. 2017 April 2018
 - Joined Google & Ricoh's internal business competition (make plan and prototype service) and got a grand prize out of 20 teams.
- April 2016 Oct. 2017
 - Reduced 90% of cost for video conference observation service by migrating to serverless architecture in Node.js (TypeScript).
 - Reduced 20% of cost for notification service to customers by developing automatic notification system in Node.js (TypeScript)

Pixiv Inc. (Intern) August 2010

 Developed a new Web service with HTML, Flash, PHP, Apache, MySQL and Twitter.

Education

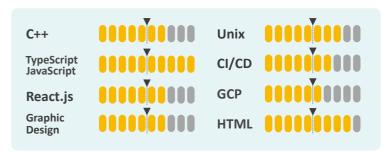
 Information Science (Engineering) April 2015 - March 2016

Nara Institute of Science and Technology

 Electronics and Information Engineering **April 2014 - March 2015**

National Institute of Technology (KOSEN), **Nara College**

Technical Skills



Leadership and Achievement

- Gathered 4 team members for the Google & Ricoh's internal business competition by myself and got grand prize.
- Arranged Continuous Integration and **Continuous Delivery for video conference** system as a theme leader.

Strength

Team Work

Faithful

Creativity

Interest in Foreign Culture

Self Learning

Self Learning

Hobbies

- Developing a browser as a self project
- Watching drama or movies
- Taking photographs
- Reading books
- Going travels
- Playing video game