

takuya

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PERSONAL AND EDUCATION

University of Central Florida, Orlando, FL, USA

Masters of Science in Digital Forensics • GPA: 4.00

Bachelors of Science in Computer Science with University Honors • GPA: 3.37

Minor in Criminal Justice • GPA: 4.00

Fall 2011-Spring 2013

Fall 2008-Summer 2011

WORK EXPERIENCE

Software Engineer II • Technology Corporation

2012-Current

- Develop targeted geospatial systems in C++/Perl/Python for <redacted> production group
- Contribute to multi-program geospatial systems baseline configuration control board (C++/Qt4)
- Identify and correct key defects using process improvement principles (Six Sigma/Kaizen)
- Manage production group UNIX computing environment configuration and issues
- Participated and tied for 1st in 2013 Design Challenge using Android/mobile for infrared object tracking

Co-founder • Tech_Company LLC

2012-Current

- Design and prototype ideas for iOS and Android applications

Teaching Assistant • University of Central Florida

2011-2013

- Introduction to C Programming (Fall 2011, Spring 2012, Fall 2012)
- Computer Science I (Summer 2012)

Internship • Institute for Simulation and Training, University of Central Florida

2010-2011

- Programmed Allogy, a Java-based Android app for global mobile education (git & aapt/adb & eclipse)

Global Mentor • University of Central Florida

2010-2011

- Developed relations with international students at UCF, and helped them acclimate to study in America

COMPUTER AND TECHNICAL SKILLS

Operating Systems

- Windows NT, XP, Vista, 7; Mac OS X 10.4 - 10.8; BSD UNIX; Slackware, Ubuntu, RHEL, Arch Linux

Programming Languages

- Java; C++; C; Objective C; C#; Python; Perl; Intel ASM; Z80 ASM; MIPS

Other Computing Knowledge

- Application disassembly, command line proficiency; Windows Registry, ArcGIS, Computer Forensic Software

SCHOOL PROJECTS

Vision Algorithms Research • Robot Vision

2011

- Studied and implemented popular algorithms, including Richardson-Lucy, Canny, and AdaBoost

Compiler Toolchain • Systems Software

2010

- Created compiler, assembler, lexer and parser for a Na'vi (Avatar) based programming language
- Developed in C, using Subversion and XCode (svn & gcc)

Java Gameboy Emulator • Computer Science II

2009

- Lead a team to design a fully functional open-sourced gameboy emulator for the 8080/Z80 architecture
- Developed in Java, using Subversion and XCode (svn & javac)

ACTIVITIES AND AWARDS

- Study of French since 2001, Japanese since 2008, German since 2012.
- Received award for Resident Assistant Diversity Program of the Year (out of 176 Resident Assistants) in 2011
- Campus Resident Assistant of the Month September 2011 (National Residence Hall Honorary)
- University of Central Florida Dean's List in Spring 2009 & Fall and Spring 2011