DOUGLAS KITAGAWA

Toyohashi, Aichi(080) 8999-6605

☑ dkitagawa@ymail.ne.jp

in linkedin.com/in/douglas-kitagawa

experience



Software Engineer (Freelancer)

May 2014 – Present

Nintendo of Europe

Software Engineer

- Developed part of the Pokémon Bank application
- Developed game mechanics for Nintendo titles from many franchises

Game Design

- Expanded some Nintendo titles sales by making in game localizations
- Strategized cooperation with team members and other language teams for glossary consistency, term usage, Portuguese version specificities



Game Programmer GRAVITY Interactive, Inc.

October 2014 - December 2018

Software Engineer, Employee Trainer

- Developed an entire script language for their server-side software which improved the server-side communication more than 25% resulting in an improvement of the server costs in \$6800 in 12 months
- Revamped the structure of the server-side software in order to facilitate the internal server-side software maintenance and implementation of new functionalities
- Mentored more than 20 new employees to work at using the LUA programming language that was used on the client side

Game Design

• Expanded the Ragnarok Online game growth in top-line metrics: 15% increase in monthly revenue by making in game localizations



Creator Partnerships & Product Level Up Games.

February 2012 – July 2014

Level Up Games it was a Game Publishing founded and located in Brazil.

- Defined product vision and 2-year roadmap for emerging markets (ie. Brazil, Philippines)
- Enabled growth in top-line metrics: 16% increase in monthly revenue, 20% increase in users

education



IMPACTA University, Foundation School of Technology and Engineering

B.S. Software Engineering: Software Developer

skills

Technical: Python, C++, HTML/CSS, JavaScript, SQL

Tools: Visual Studio Code, Visual Studio, Django, MySQL, phpMyAdmin, Git, AWS, Unity

Coursework: JavaScript Algorithms and Data Structures, Responsive Web Design, Relational Database

Languages: Portuguese, English, Spanish, Japanese