

SHIGEO KITAMURA

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SUMMARY

Experienced Data Engineer and Software Developer with over 5 years of expertise in building robust data pipelines and web applications. Proficient in Python, Ruby, and various big data technologies, with a strong background in cloud platforms, particularly Google Cloud. Demonstrates a blend of technical acumen and educational experience, having worked as a part-time lecturer. Currently expanding knowledge in Data Science, showcasing a commitment to continuous learning and adaptability in the ever-evolving tech landscape.

TECHNICAL SKILLS

Languages: Python, Ruby, JavaScript, TypeScript, C/C++, SQL, HQL
Frameworks: Rails, Node.js, React, Falcon, FastAPI, Django, PySpark
Tools: Git, Docker, Google Cloud Platform, VS Code, Redash, Tableau, Looker Studio
Big Data Technologies: Snowflake, BigQuery, Hive, Databricks, Airflow, Dataproc, Cloud Composer, Dataform

WORK EXPERIENCE

- Data Engineering Specialist** Apr. 2023 – Aug. 2024
Supership Inc., UltraImpression Inc. | TV station-based video ad serving platform provider Tokyo, Japan
- Managed a team of four and communicated effectively with stakeholders to properly understand and implement project requirements.
 - Designed, built, and maintained a robust data pipeline using Apache Airflow to improve workflow efficiency.
 - Implemented ETL processes to improve data quality with Cloud Composer and reduce operational costs by 20%.
 - Analyze and aggregate large data sets with BigQuery and create insightful dashboards and reports with BI tools.
- Web Developer** Apr. 2019 – Mar. 2023
Supership Inc. | Data technology company specializing in Internet advertising Tokyo, Japan
- Collaborated with a 10-person team to develop ad-serving dashboards using Ruby on Rails, with a focus on back-end development and system functionality.
 - Updated the Rails version and replaced the UI implemented in jQuery with React to improve security and UX.
 - Produced training for new employees, saving approximately \$10,000 in costs of hiring an outside instructor.
 - Designed an internship program for university students with 10 participants and helped recruit 3 of the participants to the company.
- Part-time Teacher** May 2017 – Mar. 2019
Osaka City Nishi Senior Highschool | Public technical high school Osaka, Japan
- Taught high school math classes, C++ programming classes, and game development classes with 40 students.
 - Held 2 game development hackathons with a university lab where 5 teams of 20 high school students competed.
 - Provided guidance to students on educational and career pathways/options.

VOLUNTEER EXPERIENCE

- ACM SIGGRAPH** | Annual conference centered around computer graphics Aug. 2018 – Aug. 2023
- Assisted with communication between approximately 20 Japanese exhibitors and local coordinators at the Emerging Technologies exhibit site, contributing to a smooth set-up and tear-down.
 - Conducted information sessions on 5 university campuses, recruited student volunteers.
 - Managed about 50 student volunteers as a team leader and contributed to the smooth running of the conference.

EDUCATION

- Cornerstone International Community College of Canada** Vancouver, BC
Data Science Diploma Sep. 2024 – Present
- Graduate School of Informatics, Kansai University** Osaka, Japan
Master of Informatics Apr. 2017 – Mar 2019
- Faculty of Informatics, Kansai University** Osaka, Japan
Bachelor of Informatics Apr. 2013 – Mar 2017