

# Shotaro Ikeda

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## EDUCATION

2014 - Present **University of Illinois at Urbana-Champaign**  
B.S. Computer Science  
GPA: 3.63 / 4.0  
Graduation: May 2018

## WORK EXPERIENCE

CS 196 June 2015 – Present  
*Course Assistant*

- Currently writing homework assignments for students, very active helping students.
- Managed three projects, Snappettite, Interest Matcher, and currently SentiMiner.
- Lead Artificial Intelligence Hackerspace, taught Freshman how to use the Naive Bayes Classifier to process and use the MNIST dataset.

HackIllinois August 2015 – Present  
*Mobile/Backend Developer*

- Engaged in the “Open Hackathon” initiative.
- Currently lead developer of the official iOS Application and contributing to backend development.
- Administered official cluehunt application in 2015. iOS version had 51 users.

## RELEVANT COURSEWORK

### Courses Taken

CS 241 Systems Programming  
CS 421 Programming Languages

### Current Courses

CS 374 Algos. and Models of Computation  
CS 427 Software Engineering I  
CS 461 Computer Security I  
CS 498SL3 Virtual Reality

Full list available on my website.

## PROJECTS

*HandReader3* October 2016 – Present

- W.I.P. Hand digit recognition, previously done with Naive Bayes, scoring 84.3% accuracy. Current aiming for 99% accuracy with Convolutional Neural Networks.
- Currently 95% with regular natural network (784 Input nodes, 10 hidden nodes, 10 output nodes).

*HackIllinois iOS App* May 2016 – Present

- Current project for HackIllinois. Open Source.
- Features basic event features for Hackathons.

*Regex Cross-Compiler* September 2016

- Fun side project to cross compile Mathematical Regular Expressions to Python Regex.
- Generates syntax tree to parse and transform into Python Regex.

*LiquidActionButton* June 2016

- Open source project. Material design button ported to iOS.
- Added more versatility and obtained small performance gain, about 5FPS.

*Flash Me!* February 2015

- SpartaHack 2016 Submission.
- Created iOS application, created weighting algorithm to increase the probability of showing cards that were marked incorrect.

## LANGUAGES

COMFORTABLE	C, Swift, and Python
PREVIOUSLY USED	JavaScript, CSS, HTML, Clojure, Haskell, and LaTeX
USED IN CLASSES	Java and C++

## INTERESTS

- Machine Learning, Artificial Intelligence, Backend, and Full-stack.
- Creative work, difficult, non-trivial, or challenging problems.