Shotaro Ikeda

APT 5 404 E. Stoughton Ave
Champaign, IL 61820
+1 (408) 513-5376
ikeda2@illinois.edu
https://shotaroikeda.github.io/

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 on Piazza.
- Managed two projects, Snappettite and Interest Matcher.
- 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

HackIllinois iOS App May 2016 – Present

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

MoodTrackr May 2016 – Present

- W.I.P. Allows you to see what kind of moods are around using sentiment analysis via decision tree.
- Data processing is currently done, using Python's multiprocessing library (to circumvent GIL).

LiquidActionButton June 2016

- Open source project. An iOS UIButton-like class inspired by material design.
- Added more versatility and obtained small performance gain, about 5FPS.

HandReader2 October 2015

- Created as a tutorial for students in CS 196.
- A revisit of HandReader, using newfound Numpy knowledge. About 10 seconds faster than the original.
- 84.3% accuracy using the MNIST Database.

Flash Me! Feburary 2015

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

Regex Cross-Compiler September 2016

- Fun side project to cross compile Mathmatical Regular Expressions to Python Regex.
- Generates syntax tree to parse and transform into Python Regex.
- Wishful TODO: auto-optimization of regex.

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-trival, or challenging problems.