Shotaro Ikeda

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⚡ 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 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 2018 – Present
- W.I.P. Hand digit recognizition once more, aiming for 99% accuracy with Convultional Neural Networks.
- Currently 95% with regular netural 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 Mathmatical Regular Expressions to Python Regex.
- Generates syntax tree to parse and transform into Python Regex.
- Wishful TODO: auto-optimization of regex.

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.

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.