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 recognizition, previously done with Naive Bayes, scoring 84.3% accuracy. Current 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.

LiquidActionButton June 2016

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

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.