Shuhei Aoki

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Summary

A passionate software developer, most experienced in object-oriented programming. Quickly learns through hands on experience and applies new knowledge for future use. A strong foundation in math and programming and strives to employ the skillset for the job. Enjoys learning about new concepts, technology, and software engineering in general.

Education

Bachelor of Science, Computer Engineering   2014 – 2018
Illinois Institute of Technology – Chicago, Illinois
GPA: **3.86**/4.0 • Major GPA: **4.0**/4.0

Projects

Software Engineer, **Virtual IIT with Beacon Technology**   Spring 2017
Illinois Institute of Technology – Chicago, Illinois
- Participated in discussions on how to integrate beacon technology to a campus setting
- Researched how Bluetooth Low Energy (BLE) works and the protocols used during communication
- Developed bIIT, an android application, to detect nearby BLE beacons, to notify the user with relevant notifications dependent on the beacon, and to display nearby beacons on a campus map based on the filter set by the user
- Integrated 3rd party APIs to add additional features such as displaying a versatile campus map
- Designed the necessary icons, and the user interface layout of the application

Game Developer, Shape Shifter   Summer 2016
Personal Summer Project
- Single handedly developed Shape Shifter, a mobile android game, and published on Google Play
- Integrated Google Play services to display user data such as local and global high scores
- Wrote a custom, mobile friendly shader to simplify lighting; written in C for Graphics (Cg)

Skills

Programming Languages:	C#, C, Java, Python, HTML, Assembly
Software and Platforms:	Android Studio, Unity3d, Linux, Windows, Adobe Creative Suite
Object Oriented Design:	UML Diagrams, OOP Design Patterns
Languages:	English, Japanese

Additional Information

Relevant Courses
Data Structures and Algorithms • Introduction to Algorithms • Parallel/Distributed Computing • Introduction to Computer Networks • Systems Programming • Operating Systems • Discrete Structures • Object Oriented Programming • Computer Organization and Design • Digital Systems

Awards
Dean's List – Fall 2014, Fall 2015, Spring 2016, Fall 2016, Spring 2017, Fall 2017, Spring 2018

Other Interests
Game Development • Graphics Design • Composing Music