

Shunsuke Akiya

Computer Engineering Major (CSUSB)

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(760) - 396 - 6932

La Quinta, CA

Education

California State University, San Bernardino

Bachelor's of Science, Computer Engineering

San Bernardino, CA (Fall 2021 - Spring 2025)

- Senior majoring in Computer Engineering
- 3.76 GPA (As of Spring 2024)

Work Experience

Summer Camp Mentor

Mentor for robotics summer camp

Palm Desert, CA (Summer of 2018)

- Taught elementary school students how to program in C++ and build robots at an entry-level.
- Robots completed objective based tasks in preparation for national and international tournaments.
- Communicated in a friendly and professional manner to keep students engaged.

Software Developer Internship

LOGISTEED Solutions America Ltd. Software Developer Role

Torrance, CA (June 2024 - August 2024)

- Developed a worklog application that is now used by the company.
- Implemented Login Authentication, CRUD functionality, and a user-friendly interface designed with Tailwind
- Utilized Svelte as Frontend, Flask as Backend, and MySQL for database.

Leadership Experience

Club Leader

Robotics club leader throughout middle and high school

Palm Desert, CA (September 2014 - June 2020)

- Created strategies and robot designs for the team to use.
- Won multiple awards at a national and international level.
- Trained new club members on how to program in C++ and build robots.

Projects

Tail Recursion Project

Write 12 recursive functions to manipulate singly-linked lists in Java

San Bernardino, CA (Fall 2023)

- Implemented 12 tail-recursive functions that handle common Java operations.
- Optimized for time complexity (aimed for $O(n)$ or better).
- Followed constraints: no non-local variables, no arrays, no non-recursive loops.

3 Search Algorithm Project

Write 3 search algorithms by utilizing 8 given Java files

San Bernardino, CA (Fall 2023)

- Implemented graph search algorithms (DFS, BFS, A* Search) in Java.
- Utilized object-oriented programming concepts like abstract classes, interfaces, and inheritance.
- Solved pathfinding problems using Maze and Sliding Puzzle as examples.

Notable Courses

CSE 2020 - Computer Science II

Studied abstract data structures, including list, stack, queue, tree, and map, and their implementation, storage allocation, and associated applications. (Fall 2023)

CSE 4310 - Algorithm Analysis

Analyzed algorithms, including time and space complexity, design methodologies, and taxonomic classification of problems. (Winter 2023)

CSE 4500 - Platform Computing

Explored mobile, cloud-based, or web-based app design and development. Includes cross and multi-platform issues, virtual reality and social network concepts. (Spring 2025)

Skills

Languages

English (Native), Japanese (Business-level)

Concepts

OOP, DSA, Full-Stack Development

Programming

React, Typescript, SQL, Svelte, JS, Java, Python, C, C++