Seikun Kambashi

Technical Skills

RECENT

C#, C++, Python, AWS, .NET, Jmeter, Jenkins, Visual Studio, Vim

ALSO WORKED WITH

C, Javascript, Lua, Scala, Spark, LaTeX, Django, Bash, Git

Education

UNIVERSITY OF WATERLOO

3B Software Engineering

SEPTEMBER 2013 - APRIL 2018

Interests

reading, game dev, data science, rock climbing, guitar

Contact

github.com/skambashi

linkedin.com/in/skambashi

seikun@kambashi.com

Work Experience

NVIDIA, SOFTWARE ENGINEERING INTERN

SANTA CLARA | MAY - AUGUST 2016

- Designed and implemented comprehensive performance tests for service APIs using Jmeter
- Separated monolithic service deployment process to allow for platform-agnostic deployment of individual services
- Developed Jenkins integration testing pipelines using AWS CodeDeploy, allowing code changes to be tested and integrated 3x faster

MICROSOFT, SOFTWARE ENGINEERING INTERN

TOKYO | SEPTEMBER - DECEMBER 2015

- Designed and implemented account linking on Docs.com, giving non-Microsoft users access to services like Sway
- Worked on improving codebase quality by refactoring, documenting, and adding unit tests

PLACEIQ, DATA SCIENCE INTERN

NEW YORK | JANUARY - MAY 2015

- Extracted and transformed geospatial data used in analysis pipelines
- Processed terabytes of data through Spark using distributed machines for various client campaigns
- Wrote automated jobs used in production for processing billions of mobile requests

HANSA, SOFTWARE ENGINEERING INTERN

TORONTO | APRIL - AUGUST 2014

- Designed and implemented database schematic changes for improving data consistency and removing redundancy
- Implemented a REST API on Django for client-side applications
- Developed tools for generating reports and visualizations using d3.js saving 50+ hours of labour each week

Recent Projects

SUSHI NINJA, VIDEO GAME

JUNE 2015

- Multiplayer game where players compete to collect the most sushi
- Made using a Lua game framework and 3rd party libraries
- Won the *most polished game award* at the Spring 2015 GI Game Jam

STREETSAVVY, DATA VISUALIZATION

MARCH 2015

- A routing app for finding the safest routes within New York City
- Built using OpenStreetMap data in conjunction with historical crime data
- Won *Visualization Award* at Data Hackathon hosted by Cornell and Columbia