

# Seikun Kambashi

## Technical Skills

### RECENT

ruby, rails, C++, python,  
heroku, AWS, bash, git

### ALSO WORKED WITH

C#, C, javascript, lua, scala,  
spark, django, .NET

## Education

### UNIVERSITY OF WATERLOO

4A Software Engineering  
SEPTEMBER 2013 - APRIL 2018

## Interests

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

## Work Experience



### WEALTHSIMPLE, SOFTWARE ENGINEERING INTERN

TORONTO | JANUARY - MAY 2017

- Architected backend service to support a brand new on-boarding process from development to release
- A/B tested new on-boarding process, and created multiple dashboards to track on-boarding and conversion rate performance



### NVIDIA, SOFTWARE ENGINEERING INTERN

SANTA CLARA | MAY - AUGUST 2016

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



### MICROSOFT, SOFTWARE ENGINEERING INTERN

TOKYO | SEPTEMBER - DECEMBER 2015

- Designed and implemented account linking on Docs.com, giving users access to Microsoft 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 geo data to be digested in analysis pipelines
- Processed terabytes of data through Spark for various client campaigns
- Automated tasks used in production for processing billions of requests

## Recent Projects



### BASEBIRD, VIDEO GAME

APRIL 2016

- Developed using Love2D (lua game framework) for Ludum Dare #35
- Placed 44th out of 1,594 entries



### SUSHI NINJA, VIDEO GAME

JUNE 2015

- Multi-player game where players compete to collect the most sushi
- Made using Love2D for the Spring 2015 GI Game Jam
- Won the *most polished game award*



### STREETSAVVY, DATA VISUALIZATION

MARCH 2015

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

## Contact

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