# Seikun Kambashi

# **Technical Skills**

#### RECENT

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

#### **ALSO WORKED WITH**

C#, 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

# **Work Experience**



#### **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 service deployment process to allow for platformagnostic deployment of individual 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 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



in linkedin.com/in/seikun

seikun@kambashi.com



### 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