Seikun Kambashi

Technical Skills

RECENT

Ruby, Rails, Sinatra, C++, Python, Heroku, AWS, Bash, Git

ALSO WORKED WITH

C#, C, Javascript, Lua, Scala, Spark, LaTeX, Django, .NET, Jmeter, Jenkins, Visual Studio

Education

UNIVERSITY OF WATERLOO

4A Software Engineering

SEPTEMBER 2013 - APRIL 2018

Interests

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

Contact

- seikun.kambashi.com
- github.com/skambashi
- linkedin.com/in/seikun
- seikun@kambashi.com

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 funnel and conversion rate metrics

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 platform-agnostic 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

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