# 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**



#### HONEY HOME, VIDEO GAME

APRIL 2017

- Developed using Love2D (lua game framework) for Ludum Dare #38
- · Placed 1st from over 1.800 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



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Contact

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#### 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