Taichi Kato

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**EDUCATION** 

Amherst College | Amherst, MA | Bachelor of Arts in Computer Science and Mathematics Expected: May 2024

o **GPA**: 3.7 / 4.0

 Relevant Coursework: Artificial Intelligence, Computer Systems, Data Structures, Probability and Computing, Multivariate Calculus, Discrete Mathematics, Advanced Microeconomics and Modern Physics

o Honors: Davis UWC Scholar

United World College of South East Asia | Singapore | International Baccalaureate Diploma

May 2020

- o **GPA**: 43/45 (98<sup>th</sup> percentile)
- o Honors: Bilingual Diploma in Japanese and English
- o Thesis: Evaluating Marx and Nietzsche's ideas of entfremdung and ressentiment in the context of increased technological automation (Computer Science and Philosophy)
- Leadership Activities: Computer Science Club President; Photography Club President

### EXPERIENCE

**Amherst College** | Amherst, MA | *Innovation and Entrepreneurship Intern* 

June 2021-August 2021

 Quantitative analysis on the effectiveness of Entrepreneurship programs at US universities using language analysis with Python. Created a report on entrepreneurship program at Amherst College with recommended funding of \$3 mil.

Questo Al | Singapore | Co-Founder and Software Engineer

November 2016-August 2020

- o **Built** a service that generates guizzes from learning materials
- Researched and developed a novel question generation algorithm modifying a neural translation model, collaborating with two other engineers, using Numpy, Pandas, Tensorflow, and PyTorch. Shipped to production as micro services using Python, Flask and Google Cloud. Developed our deployment pipeline using Docker, Kubernetes, and Travis Cl.
- Designed and developed the iOS application using Swift and CoreML, as well as machine learning solutions for consulting clients, generating \$56,000 in revenue.
- Led an organic marketing campaign, attaining 8,000 downloads from ProductHunt(500+, #1 Product of the Day) and HackerNews(#1, 140+ upvotes) and granted \$160,000 in subsidised funding from Google Cloud and IBM.

University of Tsukuba | Tsukuba, Japan | Deep Learning Researcher Intern

July 2018-August 2018

 Researched 2D to 3D extrapolation with GANs under direct mentorship of Prof. Ochyai Yoichi at the Digital Nature Group. **Presented** a poster on the research.

**Mercari, Inc.** | Tokyo, Japan | *Machine Learning Engineer Intern (16 years old)* 

June 2018-July 2018

- Minimized the size of price prediction and object detection models by 70% using PyTorch and Tensorflow through quantization and pruning, allowing them to run on mobile devices without sacrificing accuracy. Reduced the cost required to process listings from 16 million monthly active users
- Rapidly developed an iOS prototype which gives real-time price predictions of objects in the camera feed. **teamLab, Inc.** | Tokyo, Japan | *Software Engineer Intern (15 years old)* June 2017-July 2017
  - o Initiated and led the development of an internal Redux framework for iOS, which has been used extensively in company's future projects. Collaborated with designers, business development, and back-end engineers on developing an iOS applications using Swift.

### EXTRACURRICULAR ACTIVITIES

#### Amherst College Activities | Amherst. MA |

President of Entrepreneurship Club. Member of Quantitative Trading Club, Poker Club, and Rowing Team.

## **YouthHacks** | Singapore | Founder/Lead Organiser

2019-2020

Organised Singapore's largest pre-university hackathon, hosting 180 participant with \$5,000 in sponsorships

## PROJECTS

- UChicago Trading Competition (2021): Developed a FX market making bot which arbitraged across markets, analysed monetary policies data, and analysed past prices using Python. Placed 5th out of 50 participating teams
- Zipcall (2020): Developed multi-client decentralised video-calling service as a contributor. 100,000 MAU
- Kafka NLP (2020): Developed the first-ever open-source implementation of dependency parsing on iOS
- Bookworm (2019): Awarded the Best Pre-University Hack Prize@NUS Hack'n'Roll (331 hackers); built a dictionary app which makes physical books interactive, using OpenCV and React Native
- Photonify (2017): Awarded \$30,000 for Most Creative@SWSG2017 (550+ hackers); built an app that analyses image composition, and displays real time guidance to improve mobile photography

# SKILLS