Taiyo Ishiyama

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My portfolio website: taiyo-ishiyama.github.io/portfolio-website/

I am a hardworking and highly motivated Computer Science student with experience in delivering high-quality work within deadlines and leading projects in team environments. Focusing on software development, I am eager to dive into the IT industry and contribute in a professional and competitive setting.

EDUCATION

Griffith University — Gold Coast, QLD
Bachelor of Computer Science, Major in Software Development — *Jul 2022 – (Graduate Date: Jun 2025)*
GPA: 6.82/7.0

Relevant coursework

Software Engineering Fundamentals: Learned the process for software development in practice. Developed a prototype for web platform in a team by following Software Development Life Cycle and Agile method.

Secure Development Operations: Learned the principles in cyber security and DevOps. Implemented automated full-stack software with docker and automated security testing with OWASP ZAP software

System and Software Design: Learned software design and architecture. Developed tetris game in a team by implementing Model-View-Controller design pattern, factory pattern, and decorator pattern.

Intelligent Systems: Learned the algorithms for artificial intelligence including learning decision tree and machine learning. Implemented algorithms using learning decision tree and neural network.

Temple University Japan Campus — Tokyo, Japan
Bachelor of Science, Major in International Business Studies — *May 2020 – Jun 2022*
GPA: 3.92/4.0

WORK EXPERIENCE

Software Developer (Work Placement) — Jul 2024 – Present
AKA Studio — *Brisbane, QLD*

- Developed a prototype for a color management application as part of a team of three, enabling users to extract color information from images, convert color formats (e.g., RGB, HEX), and create custom color palettes.
- Implemented a system to provide the closest color name to user inputs (such as RGB values) using Python and Firebase, enhancing user experience by providing precise color information.
- Designed and integrated an AI component to display color psychology information for selected colors, improving the application's usability and engagement.
- Conducted comprehensive testing and authored detailed documentation to ensure a seamless development process and maintain code quality.
- Collaborated effectively within the team by completing tasks prior to weekly meetings, raising questions and concerns proactively, and assisting teammates to ensure project deadlines were met.

PROJECTS

E-Book commerce app / *TypeScript, Next.js, Tailwindcss, Prisma, Postgre, Stripe* | github.com/taiyo-ishiyama/book-commerce-app

- Developed a full-stack e-commerce application for selling e-books using TypeScript, Next.js, TailwindCSS, Prisma, and PostgreSQL.
- Integrated Stripe for secure payment processing, providing a seamless checkout experience for users.
- Optimised data fetching methods to improve website speed and performance, enhancing user experience.

Disney Plus Clone / *React, Styled-Components, Firebase, SQL* | github.com/taiyo-ishiyama/disneyplus-clone

- Created a clone of the Disney Plus website, replicating its layout and functionality.
- Integrated Firebase for authentication, including Google login.

- Developed a full-stack application using Node.js and MySQL for backend operations.
- Made the website fully responsive to ensure usability on various devices.

Vegetable E-Commerce website / *Django, Bootstrap, Stripe* | github.com/taiyo-ishiyama/vegeket
- Developed a fully functional e-commerce website for selling vegetables using Django, Bootstrap, and Stripe.
- Managed user accounts, purchase history, and cart functionality to enhance user engagement and experience.
- Implemented features for order management and cart updates, improving overall site usability and customer satisfaction.

Online Bulletin Board Platform / *PHP, HTML/CSS, SQL* | github.com/taiyo-ishiyama/forum_application
- Built a real-time online bulletin board platform using PHP, SQL, and HTML/CSS to enable user interaction and community engagement.
- Designed and developed features for posting, replying, and managing threads, fostering dynamic user conversations.
- Implemented a robust database structure with SQL for efficient data storage and retrieval, ensuring fast and reliable performance.

Mario Game / *C++, SFML* | github.com/taiyo-ishiyama/mario-game
- Developed a Mario-inspired 2D platformer game with a focus on smooth user interface and dynamic gameplay.
- Implemented robust collision detection systems to ensure responsive player-environment interactions.
- Created complex game logic that drives player controls, enemy AI, and environmental interactions.
- Designed a dynamic camera system that smoothly follows the player, providing optimal gameplay visibility.
- Integrated custom sprites, animations, and sound effects to enhance the retro-inspired aesthetic.

Board game / *C++* | github.com/taiyo-ishiyama/boardgame
- Developed board game where players complete and evaluate the expressions in each row / column, which is like Sudoku
- Designed OOP and used appropriate data structures
- Optimized the game initialization and calculation process while catering for all valid solution

Neural Network / *Python* | github.com/taiyo-ishiyama/neural-network
- Developed a neural network to classify fashion items based on pixel data.
- Achieved an accuracy of 85% by optimizing the combination of epochs and batch size.
- Focused on improving model performance and accuracy through experimentation and tuning.

TECHNICAL SKILLS

Languages: Python (Django), C/C++, JavaScript/TypeScript (React, Next.js, Redux), HTML/CSS, SQL, PHP (Learning: .NET)
Developer Tools: Git, Docker, VS Code, Visual Studio, PyCharm, Virtual Machine

OTHER SKILLS

Software Development Life Cycle: Have an understanding of how to organize group projects and basic knowledge of Agile methods

Languages: Can speak both English and Japanese fluently.

REFERENCES

Dr Zhe Hou
Senior Lecturer at Griffith University School of Information & Communication Technology
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