

Taiyo Ishiyama

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[linkedin.com/in/taiyo-ishiyama](https://www.linkedin.com/in/taiyo-ishiyama) | github.com/taiyo-ishiyama

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

Bachelor of Computer Science, Major in Software Development

GPA: 6.82/7.0

Gold Coast, QLD

Jul 2022 – (Graduate Date: Jun 2025)

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

Bachelor of Science, Major in International Business Studies

GPA: 3.92/4.0

Tokyo, Japan

May 2020 – Jun 2022

WORK EXPERIENCE

Sushi seller (casual)

Hero sushi – Australia Fair

Dec 2022 – May 2023

Gold Coast, QLD

- Made sushi and dedicated for customer service including serving food and operating the cashier
- Developed communication skills and teamwork by interacting with customers and co-workers in a fast-paced environment

PROJECTS

Portfolio website / React, Tailwindcss, Git | github.com/taiyo-ishiyama/portfolio-website

- Developed a personalized portfolio website to showcase my skills and projects by using React js.
- Prioritized creating a seamless user experience for visitors and ensured the website's accessibility across various devices through responsive design.

Disney Plus Clone / React, Styled-Components, Firebase, MySQL, Git | 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.

Mario Game / C++, SFML, Git | 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++, Git | 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

Non-Field RPG game / Unity, C# | github.com/taiyo-ishiyama/unity-non-fieldRPG

- Developed a 2D role-playing game using Unity.
- Implemented various effects and audio to create an engaging gameplay experience.
- Focused on creating a rich visual and auditory experience for players.

Neural Network / Python, Git | 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.

Tetris game / Python, Pygame, Git

- Developed Tetris game in a team of 3 by managing Model-View-Controller design pattern, factory pattern, and decorator pattern
- Organized documentations including project plans, requirement analysis, appropriate diagrams, architectural views, design tactics
- Implemented a software test and produced a test report to improve the quality of the game

Prototype for Forest Health platform / Marvelapp, Agile

- Developed a prototype for an application to post and collect data regarding bush fire in a team of 2 by following major steps of SDLC and agile development with multiple sprints
- Organized documentations including project plans, requirement analysis, appropriate diagrams, prototype testing with customer acceptance test

Automated full-stack project / Docker, Docker-compose, Virtual Machine

- Wrote Dockerfile and docker-compose.yml file to run front-end, back-end, GUI, and proxy in Virtual Machine.

TECHNICAL SKILLS

Languages: Python, C/C++, JavaScript (React), HTML/CSS, (Learning: Unity, .NET, MySQL)

Developer Tools: Git, Docker, VS Code, Visual Studio, PyCharm

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.

Communication: Interact with colleagues in a polite and friendly manner.

Team Contribution: Work well as a team member. Take instructions from my colleagues and ensure I perform my role, so the environment operates smoothly, and customers are happy.

Learning: Eager to learn new things and try to recreate these in my own home environment.

Self-management: Follow policies and safety procedures. Take responsibility for my actions and my behaviour. Work towards planning and being efficient in my job.

REFERENCES

Dr Zhe Hou

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