

Kazumi Yanai

Senior Game & Full Stack Developer

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📍 Clarkdale, Arizona

SUMMARY

Over 8 years of experience in the Software Industry. During this period, I have acquired skills in different software packages and techniques. Using my knowledge and experience, I can manage almost any task & solve any problem in this field.

EXPERIENCE

Game Developer

Taito

📅 07/2015 - 02/2017 📍 Japan

🔗 <https://taito.co.jp/>

Taito Corporation is a Japanese company that specializes in video games, toys, arcade cabinets and game centers, based in Shinjuku, Tokyo.

- Fluent in C# and Unity development.
- Daily maintenance of code, debugging issues and solving clients' problems.
- Task tracking systems experience such as JIRA, Pivotal Tracker, Trello, Asana, or TeamForge
- Experienced with software development methodologies as well as build and release procedures.

Full Stack Developer

GWebware

📅 06/2017 - 11/2019 📍 Tucson, AZ

🔗 <https://www.gwebware.com/>

GWebware provides Customer Relationship Management (CRM) solutions, inbound lead generation and capture and other critical tools to help you grow.

- Analyzed 12 existing applications to formulate logic for new applications, procedures, & flowcharting, coding, and debugging programs.
- Analyzed and utilized application and programming documents to develop clean, scalable, and reusable code for 20+ projects.
- Developed 20+ application implementation plans throughout the production, life cycle to create appropriate deliverables, increasing productivity by ~23%.
- Detail oriented, quality driven, straightforward, self-motivated, and proactive.

Senior Game & Full Stack Developer

EPOCH

📅 11/2019 - 04/2022 📍 Japan

🔗 <https://epoch.com/>

EPOCH is a creative planning company with make full use of a digital technology.

- Exploring and integrating state of the art technologies using Unity and devices along with it.
- Experience developing standalone game tools.
- Excellent programming skills in Unity & C#, understanding of OOP and coding best practices
- Won the Employee of the Month Award twice for finishing all assigned DApp projects within budget and schedule.

EDUCATION

Bachelor's Degree in Computer Science

Yokohama National University

04/2011 - 06/2015

LANGUAGES

English
Proficient



Japanese
Native



SKILLS

Game Development

Unity

3D Modeling

Texture Mapping

UV Mapping

Topology Optimization

3D Rendering

Virtual Reality

Augmented Reality

AutoDesk 3ds Max

3D Texturing

Frontend Development

HTML5

CSS3

JavaScript

TypeScript

React

Angular

Vue.js

Bootstrap

Backend Development

Node.js

Express.js

Golang

Nest.js

MySQL

PostgreSQL

MongoDB

Firebase

AWS

Testing Framework

Jest

Cypress