Thomas Ogawa

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EDUCATION

Chapman University, Orange, CA   Graduated: May 2024

Bachelor of Science in Computer Science | Minor in Game Development

TECHNICAL SKILLS

Languages/Frameworks: Python, C#, Swift, SQL, C/C++, Java Script, React.js, Node.js, Unity

Tools: Power Apps, SharePoint, Business Central, Git, Unity DevOps Version Control

WORK EXPERIENCE

Business Applications Developer, Amsino International Inc   July 2024 - Current

- Develop, test, and maintain business applications to meet the changing needs of the company including creating/updating documentation to improve company efficiency and productivity
- Collaborate with stakeholders to gather and analyze requirements for new applications or enhancements to existing ones.
- Assisted company in implementing Dynamics 365 Business Central including but not limited to setting up modules, supporting end users, troubleshooting errors.
- Developed custom API page using AL programming language to allow for external connections.
- Led System Validation testing to meet ISO/FDA requirements allowing company to quickly and effectively integrate a new ERP system.

IT Intern, Amsino International Inc   February 2024 – June 2024

- Gained expertise in PowerApps and SharePoint, to develop simple web-applications and automated workflows.
- Collaborated with managers using analytical thinking to turn business needs into functional requirements by creating and integrating automated workflows and improving operational efficiency and productivity.
- Assisted in daily IT activities such as setting up devices, troubleshooting user issues, etc.

PROJECTS AND TECHNICAL EXPERIENCE

Ghost Who? (Unity/C#)

- Collaborated with three other classmates to design and produce a single-player interactive mystery and story board game using Unity's game engine and Unity DevOps Version Control
- Developed and coded a word hunt mini-game, implemented a feature for plays to skip through story dialogues, and fixed various bugs brought up through-out development.
- Grand Prize Winner of "2024 IEEE Game SIG Intercollegiate Computer Game Showcase"

Food Finder (React.js/APIs)

- Developed a front-end web application using React.js to locate open restaurants nearby.
- Integrated Google's Places API to fetch and display real-time restaurant data.
- Ensured website responsiveness across different screen sizes using CSS styling.

Blockly Spot (Boston Dynamics Spot/Google Blockly)

- Worked efficiently with three other students to create a Google Blockly interface to control a Boston Dynamics Robotic Dog Remotely using programming language techniques.
- Researched Spots SDK and programming knowledge control our hardware using Python, JavaScript, and Google's visual programming language Blockly.