ATSUHIRO UCHIDA

Backend Engineer

CONTACT ME

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EDUCATION

MSc, Computer Science
Waseda University,
Tokyo, March 2021

SKILLS

Language and Frameworks

- Golang
- Ruby
- Python
- C++
- Haskell
- Ruby on Rails
- Django
- Pytorch
- Docker
- Terraform
- Kubernetes
- Helm

Others

- Competitive Programing
- OSS Contribution
- SPAJAM Hackathon

WORK EXPERIENCE

Backend Engineer

freee Inc. | *Tokyo, Japan* | *April 2021 - Current*

- Created a workflow that reuses the *Selenium* assets by storing the browser profile on *AWS S3*, eliminating the need of users reauthentication.
  - Increased the synchronization success rate from **45**% to **80**%.
  - Additionally, halved the 90th percentile of total synchronization time, reducing *AWS* resources cost.
- Identified and solved a problem with a high load *gRPC* request by leading a team of two people, creating a new *gRPC* endpoint with *Amazon ElastiCache*.
  - High DB load was a significant concern for both of our services availability and for the expected scalability of our distributed system.
  - This contributed to reducing DB peak load from **90**% to **10**%.
- Divided database transactions into different nodes, helping DBRE team to prepare for a vertical sharding database of a large-scale *Ruby on Rails* system.
- Implemented an upload function for the new e-commerce aggregation platform as a substitution for the synchronization feature, which was down for four months, releasing it in time for 1000+ companies to create a tax return.
  - Delivered additional follow-up features after the release, strengthening users experience.
  - Scoped users action log activity, identifying the confusing parts of the system.
  - Identified and prepared the design documentation of the system before its implementation.
  - Reduced the amount of **critical bugs to zero** for 1+ year.

Software Engineer Intern

NABLAS Inc. | *Tokyo* | *September 2020 - March 2021*

- Enhanced *PyGrade* web educational platform by adding a new set of computer vision problems for its exams. Also solved two technical difficulties that this new set brought: image data was too large under the memory limitation of the browser and the lack of primary functions for computer vision on the *WebAssembly pyodide* library used by the platform.
- Contributed to closing a deal by creating Proof of Concept *Android* app demonstration for audio recognition AI model, deploying the AI model on *Microsoft Azure*.

Machine Learning Engineer Intern

DMM Games | *Tokyo* | *February 2020 - May 2020*

- Redesigned an old data flow of a game recommendation system in *GCP*, which was scanning too much data. The new system helped reduce the time and cost.