

Atsuhiko Uchida

Software Engineer

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Junior Software Engineer with 2 years experience implementing backend of distributed systems in Ruby/Golang; Developed features on top of Japanese No.1 cloud accounting product with 10+ history and 7M+ traffic, each feature released within 3-4 months including time of writing and reviewing DesignDoc

WORK EXPERIENCE

freee Inc.

Backend Developer - Ruby/Golang

April 2022 - current

- Engineered a workflow of reusing assets of selenium over different timing by temporarily storing browser profile to AWS S3 to save user's image-auth step, **bumping sync success rate from 45% to 70%**
- Led a team of 2 to introduce Amazon elasticache for a specific DB request, contributed to reducing **peak DB load from 90% to 10%**
- Re-engineered team's complex code to divide database transactions into two so that each transaction is for different database nodes, helping DBRE team prepare for vertical sharding of largest product's database
- Organized the whole operation and documentation of contacting users about incidents by saving analysis query in a reusable form and by building a criteria of informing the executives of incidents; the total time is shortened from 2 months to 2 weeks, resolving team's performance bottleneck

Data Aggregation Developer - Ruby

April 2021 - March 2022

- Implemented backend of a new e-commerce selling detail upload function as a recovery for sync feature down for 4 months, after argument of business impact trade-off with the executives; released in time for 1000+ users to create a tax return
- Delivered additional follow-up features after release, Strengthened users' experience; Scoped users' action log, hypothesized what is confusing; Received positive feedback from users on a fool-proof aspect
- Diagnosed complex systems of e-commerce company in design doc before development; Suppressing number of **critical bugs to be zero** for 1+ year

NABLAS Inc.

September 2020 - March 2021

Software / ML Engineer Intern (part-time) - Python

- Designed and coded a hands-on examination materials about computer vision exercising experiences in master degree
- Troubleshooted memory limitation and version mismatch problem in a pyodide (Python distribution for the browser based on WebAssembly)
- Advised team-members and customer companies on the practical implementation of AI from a software performance perspective

EDUCATION

Waseda University

April 2019 - March 2021

MSc, Computer Science

- Researched the meaning (prior) of CNN architecture by correlation analysis of image noise reduction score between different methods
- Designed experiments over multiple GPU server, saving result to PostgreSQL, visualized in redash
- Managed 20+ GPU servers and network of lab in a team of 3

SKILLS & OTHER

Infrastructure: Docker, Terraform, kubernetes, helm (all experienced)

Tools and Frameworks: Ruby on Rails, selenium, Python(PyTorch), Python(django)

Others: Competitive Programing (C++, Atcoder: [Green](#)), OSS Contribution ([minor](#)), Hackathon ([SPAIAM](#): not qualified)