

Tao Setoguchi

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EDUCATION

Northeastern University

Boston, MA

Bachelor of Science in Computer Science and Music Technology

Honors: magna cum laude, Dean's List (2018–2023)

TECHNICAL SKILLS

Programming Languages: Python, Java, C++, C, HTML, CSS, JavaScript, SQL, MATLAB

Frameworks: JUCE, Django, Flask, Bootstrap, SQLite, PostgreSQL

Tools & Technologies: Git, React, Microsoft Visual Studio, Heroku, Jira, Microsoft Azure, Snowflake, Figma, Maven, pgAdmin, VirtualBox, Ableton, Max/MSP, Pro Tools

EXPERIENCE

Site Reliability Engineer

February 2022 – July 2022

State Street Corporation

Boston, MA

- Led full-stack development of a client web app, improving navigation speed and minimizing click expenditure by 75%.
- Engaged in daily Scrum meetings and automated manual operational tasks, exceeding \$500,000 in cost savings.
- Cooperated with operations teams to mitigate failure patterns, reduce downtime, and improve stability, enhancing performance by up to 200%.
- Enhanced application reliability by up to 180%, proactively analyzing system performance using tools like Dynatrace and Splunk to detect and address anomalies.

PROJECTS

VALORANT Stats Analyzer | *Python, selectolax, requests, Matplotlib, Git*

December 2023 – Present

- Designing and maintaining a comprehensive esports match analysis tool for the game VALORANT.
- Integrating multiple modules for parsing match data, and utility functions to streamline analysis.
- Developing and building on advanced ELO rating functions, including K-factor calculation with decay factors and dynamic adjustments for map-specific performance, enhancing the precision of team ratings by 250%.
- Created functions to show aggregated team statistics, providing insights into total maps played, win rates, and their respective ELOs almost instantaneously.
- Implemented a quick search feature to offer an overview of match statistics, team performance, and map specific details, reducing search times by up to 30 seconds.

The Slushie Machine | *C++, JUCE, Adobe Photoshop, Git*

January 2023 – April 2023

- Collaboratively developed a multi component digital signal processing application using C++ and the JUCE framework, designed for seamless integration into digital audio workstations.
- Engineered Agile methodologies and Git version control practices to enhance team collaboration, enable parallel development, and achieving improvement in project efficiency and flexibility by twofold.
- Utilized audio applications such as Ableton and FL Studio as application hosts to develop, test, and refine diverse UI/UX features, resulting in an intuitive user experience.

Labyrinth | *Java, org.json, Sockets, Git*

September 2022 – December 2022

- Teamed with peers to design and develop the multiplayer game of Labyrinth, enabling network gameplay.
- Developed a dynamic and scalable architecture by decoupling components and adhering to fundamental software development principles, facilitating future modifications.
- Crafted developer-facing APIs and maintainable code with comprehensive documentation, enhancing codebase quality and readability for fast streamlined developer onboarding.
- Employed org.json to generate inputs and outputs for smooth testing, reducing test times down to less than 10 seconds.