Education

Master of Science in Computer Science

December 2015

University of Hawai'i at Mānoa

• GPA: 4.0

Bachelor of Science in Computer Science

December 2012

University of Hawai'i at Mānoa

Major GPA: 3.47Overall GPA: 3.39

Work Experience

Software Developer

January 2017 - Present

Software Developer Intern

May 2015 - December 2016

HAWAI'I STATE ARCHIVES - HONOLULU, HI

- Develop software for the Hawai'i State Digital Archives Project using Java 8 and Spring Framework.
- Work in a small team using agile methods.
- Identified and resolved multiple bugs and memory leaks in core infrastructure.

Research Assistant

January 2015 - August 2015

UNIVERSITY OF HAWAI'I AT MĀNOA - HONOLULU, HI

• Investigated solar irradiance forecasting using data mining techniques.

Teaching Assistant

January 2013 - December 2014

UNIVERSITY OF HAWAI'I AT MĀNOA - HONOLULU, HI

- Graded assignments and/or instructed labs for the following courses:
 - Introduction to Computer Science [2 semesters]
 - Introduction to Computer Science II (Data Structures) [1 semester]
 - Operating Systems [2 semesters]
 - Logic Design & Microprocessors [1 semester]

Projects

ConnectN - https://github.com/ttaomae/ConnectN

JAVA, JAVAFX

- Clone of Connect Four with adjustable parameters such as grid size and win condition.
- Supports user input via mouse or computer player which uses alpha-beta pruning.
- Basic client-server protocol to support multiplayer over a network.

Skills & Qualifications

Experience with the following programming languages:

Proficient with: Java

• Familiar with: Python, C

Experience with the following tools and software:

- Proficient with: Eclipse, command line, Git, Maven
- Familiar with: Atlassian tools (JIRA, Crucible, Confluence, and others)
- Experience with: IntelliJ, LATEX

Written communication

• Maintain personal blog on technical topics: https://ttaomae.github.io