


Usukhbayar Batbayar

Software Engineer

unobatbayar@protonmail.com Hamamatsu, Shizuoka, Japan  <https://unobatbayar.github.io/>



Summary

Versatile software engineer with broad experience across frontend, backend, and mobile development. Comfortable working across the stack to build scalable, user-friendly applications. Quick to learn new technologies and thrive in fast-paced, evolving environments.

Experience

Yamaha Corporation

Software Engineer

Feb 2021 - present

- Contributed to the development of the [SEQTRAK](#) application in Unity (supporting iOS/macOS/Android/Windows), integrating with musical hardware. Responsibilities included implementing the GUI, effect graphs, plugin development, and server/API connections over a two-year period.
- Maintained and improved the [Rec'n'Share](#) iOS/Android app, boosting performance by 47% through a redesigned song loading algorithm and resolving critical crashes. Enhanced user experience and ratings via feedback-driven fixes and new features. Integrated a sound division library to extend app functionality.
- Developed and implemented the GUI components for the [Expanded SoftSynth](#) VST plugin in C++ for the MONTAGE M synthesizer, contributing to both version 1.0 and 2.0 releases.
- Developed and maintained full-stack web applications to implement Yamaha's product and technology portfolio site as well as employee work metrics.

MCS Group

Software Engineer

Oct 2019 - Jan 2021

- Contributed to Android development and successful launch of fintech application [Simple](#).
- Refactored and debugged code for readability and efficiency.
- Developed backend APIs using Spring Boot.

Yamaha Corporation

Software Engineer Intern

Jun 2018 - Aug 2018

- Added a Transpose function for [Soundmondo](#) app using C# and Xamarin.
- Developed automated testing tool leveraging iOS, SwitchBot, and IFTTT for [MONTAGE M](#).

Objective

To leverage my technical skills to build efficient, scalable solutions while continuously growing my expertise in a collaborative team environment.

Languages

C# Java C++ Python

TypeScript SQL Swift

Technologies

Algorithms Data Structures Mobile

Web Backend ORM

Frameworks & Libraries

NextJS FastAPI SwiftUI

Tools

Cursor Xcode Unity 3D Docker

Android Studio

Education

BSc with Hons - Computer Science with Business Management

[Queen Mary University of London](#)

Sep 2016 - May 2020

Volunteering

Tokyo Pride 2025

Volunteer

Jun 2025 - Jun 2025

Volunteered at Tokyo Pride 2025, assisting at the Yamaha Corporation booth.