Ivan Ogasawara

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Hiring Committee — Neuromatch, Inc.

February 26, 2026

Re: Application: Scientific Software Engineer (Contract)

Dear Hiring Committee,

I'm applying for the Scientific Software Engineer contractor role. I'm excited by Neuromatch's mission of advancing open, accessible training and open-source scientific tooling, and by the chance to support a multi-institution effort building interoperable Python tools for computational behavioral analysis and physics-based simulation.

I combine research software engineering with strong delivery habits: building and maintaining Python libraries, improving test coverage, packaging, CI/CD, documentation, and reproducible environments. I enjoy the full loop of open-source work—triaging issues, refactoring for clarity and performance, and shipping reliable integrations across multiple repositories.

While I haven't specialized in physics-based simulation, I learn quickly and have applied signal processing in engineering contexts, including weigh-in-motion systems for heavy vehicles and viscoelastic pavement analysis using laboratory experiment data. That experience helped me become comfortable with measurement-driven workflows, numerical data pipelines, validation, and careful interpretation of results—skills that translate well to scientific computing.

This role also matches my background building and operating backend/data platforms (Python, Django, REST APIs, Celery, Docker, PostgreSQL/Elasticsearch) and creating developer-facing tools that reduce friction for researchers, including notebook- and web-based workflows.

I work comfortably in distributed teams: I lead code reviews, coordinate across stakeholders, and mentor contributors through open-source projects and training programs. I'm available for a part-time engagement (8–16 hours/week) and can overlap with U.S. business hours.

Sincerely,

Ivan Ogasawara