

# Yoshiki Fujiwara

Full Stack Engineer with Dev Lead experience at Microsoft.

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## TECHNICAL SKILLS

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- Language: **Python**, **C#**, **C++**, **C**, **TypeScript**, JavaScript, **SQL**, HTML, CSS, OCaml, Assembly, Verilog
- PyTorch, FastAPI, Web Components, NextJS, Node, React, Pandas, UnitTest, NUnit, Jest, Playwright
- Basic Azure; Speech/OpenAI/ContainerApps/Functions/VM/SQL/CosmosDB, CI/CD, Git, Docker, Flutter, Vivado

## EXPERIENCE

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### Software Engineer 2 at Microsoft

August 2021 - Present, Tokyo, Japan

#### • Bing: Ads Revenue Improvement

- \* Led a team on revenue improvement initiatives to implement new ads annotations, increasing revenue. Leveraged **generative AI** and **web scraped** data to create and integrate new annotations into Bing Ads, enhancing the overall user experience. Employed a **Distributed System Backend** with **C#**, **Python**, **SQL**, and a **KV Store** for development.
- \* Created and maintained a new coexistence scenario for 1st party ads alongside 3rd party ads, collaborating with a **cross-org team**. Implemented a robust backend using a **Distributed System Backend** with **C#**, and created a daily updated **machine learning pipeline** with **Python** and **SQL**.

#### • Copilot: Volume Improvement

- \* Led a **cross-org team** for a new 2-3D model based interactive character experiences, resulting in increased engagement.
- \* Implemented a voice system requiring deep knowledge of **Asynchronous Programming** and **Azure Speech Service**.
- \* Designed and implemented character UIs with 2D-3D models, leveraging **Web Components** and **React** with **TypeScript**.
- \* Developed and refined character personalities through advanced **prompt engineering** and **fine-tuning** techniques for the **Azure OpenAI model**, ensuring consistent and engaging interactions.

#### • Microsoft News: Volume Improvement

- \* Developed and implemented cards on the Edge new tab page to enhance Microsoft News' daily active users. Utilized **Web Components** and **TypeScript** for frontend development, and **C#** and a **KV Store** for backend services.
- \* Integrated user pathways within Microsoft Edge to direct traffic to Microsoft News, leveraging **C++**.

### Research Assistant at the University of Tokyo

October 2018 - October 2021, paid part time, Tokyo, Japan

#### • Deep Neural Network Acceleration

- \* Conducted research on Deep Neural Network accelerations, resulting in a paper accepted at a **top-tier conference**.
- \* Developed and evaluated models using **PyTorch**, created simulators in **C++**, and designed accelerators with **Verilog**.

#### • Cyber Security System

- \* Conducted research on cyber security system, resulting in a paper with **Best Paper Awards**.
- \* Developed and managed virtualized networking systems using **Python** for infrastructure management and evaluation.
- \* Established and led a course on various cyber attacks and their defense mechanisms. Organized and facilitated a cybersecurity event focused on control systems, attended by **35 government and industry professionals** from the Indo-Pacific region.

## EDUCATION

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### The University of Tokyo

April 2021 - March 2023, Tokyo, Japan

Master in Computer Science, GPA: 4.0

### The University of Tokyo

April 2017 - March 2021, Tokyo, Japan

Bachelor in Computer Science, GPA: 3.9

## NOTABLE PUBLICATIONS

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- "ASBNN: Acceleration of Bayesian Convolutional Neural Networks by Algorithm-hardware Co-design" [Link](#)  
Full paper accepted in Application-specific Systems, Architectures and Processors 2021, which is **one of the top conferences in the field of computer sciences**.
- Efficient Incident Response System on Shared Cyber Threat Information Using SDN and STIX [Link](#)  
Full paper accepted in IEEE International Conference on Computing 2021. This paper received **Best Paper Awards**.

## PROJECTS

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- My motto is "learn to code," which has enabled me to become a full stack engineer. Here are part of projects I've worked on and some of others are uploaded in my [GitHub](#).  
[Deep Learning Framework with Quantization Functionality](#), [Open Sourced RISC-V Core](#), [iOS/Android Gaming App](#)