

# curriculum vitae

2022/03/31 Now  
Name: Yoshiki Ohashi

## work summary

After graduating from university, joined an information and telecommunications development company. As a system engineer, he was in charge of basic program design and development. Consistently engaged in the development of business systems for the logistics industry. In his second company, he worked for a venture company for two years to experience scratch development from scratch. He gained a wide range of experience from planning and design to development work and sometimes as an IT instructor. He worked as a sole proprietor for about 2 years in order to catch up with modern languages quickly, and experienced development work in various languages with advanced microservices architecture. After that, he joined Rakuten Group, Inc. as a full-time employee because he could not experience "responsible production work" as much as he could with outsourcing contract. Currently, he is in charge of developing a flea market application using Ruby on Rails.

## work experience

Rakuten Group, Inc.

(Work period: 2021/06 ~ now)

**Business: Development and operation of more than 70 services including e-commerce, fintech, digital content, and telecommunications**

Period	Project Details	Development Environment	Role/Scale
2021/06 ~ Now	<b>Rakuten/Additional function development for flea market application</b> Development and design work for new delivery functions as a backend engineer  <b>Range:</b> Requirement definition, functional study, design, coding, and review  <b>Detail:</b> Design and development for Yu-Packet Plus and Post, and design and development for convenience store pickup. Conducted pre-development user story mapping with the business side. Conducted monthly KPT review as a team practice. Maintenance implementation of column additions to tables with over 2 billion records.	Ruby on Rails 5  AWS EC2 Circle CI	Member/200名 Business/100 Develop/100

Worked as a freelancer

(Work period: 2019/04 ~ 2021/05)

**Business: Internet service development and operation**

Period	Project Details	Development	Role/Scale
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Environment			
2020/11 ~ 2021/05	<b>DCM/CtoC DIY Product sales EC site development</b> Development of a new EC sales site for DIY products  <b>Range:</b> Functional study, design, coding, and review  <b>Detail:</b> Front-end function development with React, TypeScript Building an ecosystem using Atomic Design Building an E2E test environment using Cypress Building an E2E automated testing environment using GitHub Actions	Golang(echo)  React(TypeScript) Redux, styled-components, Cypress, Jest  GitHub Actions	Member/15
2019/10 ~ 2020/10	<b>(株)OPTiM/Development of real-time monitoring dashboard for surgical robots</b> マイクロサービスアーキテクチャで構成. 医療機器(IoT)からPOSTされるレコードをPubSubAPIでDBに保存をし、保存されたデータをリアルタイムにダッシュボードに表示させ、医療従事者に医療現場のログを可視化する価値を提供するシステム開発.  <b>範囲:</b> 機能検討(インセプションデッキ作成・検討)、設計、コーディング、レビュー <b>API:</b> アプリの認証部分(OAuth2)を担当. Spring Cloud Gatewayを使用し、認証情報をGatewayに管理をさせ、フロントとFBBと通信を行うように処理をしました. 実装方針としてはなるべくSpringの機能を最大限活用 (Springはエコシステム上最適と判断し選択) <b>Front:</b> Atomic Designの思想でコンポーネント開発. BFF、OAuth2認証、WebSocket, SSEでのリアルタイムデータ表示、Three.jsでロボットリアルタイムモデル再生といった先進的な技術挑戦を経験.  詳細な技術解決内容は <a href="https://job-draft.jp/users/45995#resume-header">こちら</a> に記載しております <a href="https://job-draft.jp/users/45995#resume-header">(https://job-draft.jp/users/45995#resume-header)</a>	Java11 Golang, OpenAPI Spring WebFlux, Spring Boot, SpringCloudGateway, JOOQ  Vue.js, Jest, Atomic Design  GitLab CI/CD	メンバー/11名
2019/04 ~ 2019/09	<b>GMO/Energy Storage System Customer Management Web Application</b> 既存システムの改修案件に携わる. 蓄電システムのWeb管理アプリのPM兼開発者として要件定義-結合フェーズまで担当  <b>範囲:</b> 顧客機能提案、設計、コーディング、レビュー  <b>Detail:</b> SpringBootを使用したサーバーサイドAPI改修 フロントの画面開発 バッチ処理の改修 (Shell Script) 既存システムDBにFlywayを導入 ・空き時間に改善した内容 チームにIntelliJ IDEA導入, ローカル開発DB構築にDockerの導入, Seleniumを使用した自動テストの導入	Java8, SpringBoot, Thymeleaf, MyBatis  jQuery, Selenium  Docker, Flyway	PM/4人

Kuronos Inc.

(Work period: 2017/04 ~ 2019/03)

**Business: AI solutions, web and mobile app development, IT training**

Period	Project Details	Development Environment	Role/Scale
2018/06 ~ 2019/03	<b>DMM/Pachinko/Pachislot Information Integration Application Development</b> 公共賭博の店舗情報などを公開するスマホアプリのAndroid、iOSアプリの改修案件を担当いたしました。改修内容としては、単純にアプリの画面開発だけでなく、新機能の追加の際に必要なAPI項目の洗出～作成依頼、アプリ側の通信～画面表示までを担当  <b>範囲:</b> 画面設計、設計、コーディング、レビュー  <b>詳細:</b> 既存アプリのバグ改修や新規機能の追加業務を担当 APIチームへ開発に必要なJSONスキーマの連携 チーム内で振り返り手法のKPTを利用し、開発効率の向上 アプリ開発者からAPIチームへの連絡手段が限られる => 別チームにも気軽に連携できるように工夫	Java(Android) Kotlin Objective-C ButterKnife, PopInfo(通知ライブラリ) GitLab	メンバー/3人
2018/01 ~ 2018/04	<b>In-house Service / Employee Motivation Management Web Application</b> ゼロからの開発となりサービスの立ち上げを担当 社員のモチベーションを外部GmailやSlack、その他チャットツールを利用し社員のモチベーションをWatsonAPIにより判定させるWebアプリケーション  <b>範囲:</b> 画面設計、設計、コーディング、レビュー  <b>詳細:</b> Kotlin(Spring), Vue.jsでのSPA開発 SlackAPIとの認証処理 フロントからバックエンドにかけてCSVでのユーザ登録機能の作成	Kotlin(Spring) Gradle MySQL, DOMA2  WatsonAPI, SlackAPI, ChatworkAPI  AWS EC2, Docker, docker-compose	メンバー/4人
2017/09 ~ 2018/01	<b>Information Bank PoC Project, Travel Proposal Android App Development</b> 情報銀行としての役割を試験的に検証するためのPoC案件 登録者が詳細な個人情報以外の性格情報等を入力し、入力代わりにオペレータが観光地の旅行プランを提案するAndroidアプリ  <b>範囲:</b> バックエンド設計、設計、コーディング、レビュー  <b>詳細:</b> Salesforceの基本設定、SalesforceのHeroku ConnectでのDB連携 Heroku Connect側のAPI設計	Apex(Java) Salesforce, Heroku, Heroku Connect, SpringBoot Java(Android)	メンバー/5人
2017/04 ~ 2017/08	<b>Government/Olympic mascot recruiting site development</b> ゼロからの開発となりサービスの立ち上げを担当 東京オリンピックのマスコットを募集するためのサイト  <b>範囲:</b> 基本設計, 詳細設計、コーディング、レビュー  <b>詳細:</b> Salesforceのサイト公開機能を利用し公開ページを作成	Salesforce Site, Apex, Visualforce	メンバー/5人

	登録者に向けて仮登録機能、本登録機能、メール送信機能を提供 仮登録時に有効期限を1時間としたtoken付きURLの発行 複数画像の同時登録機能の提供		
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トリオシステムプランズ Inc.

(Work period: 2016/04 ~ 2017/03)

## Business: System development business for manufacturing, distribution, and healthcare

Period	Project Details	Development Environment	Role/Scale
2016/04 ~ 2017/03	<b>YONEX/Logistics system development</b> 海外流通のあるスポーツメーカーの内部システムの改修案件に携わる  <b>範囲:</b> 設計、コーディング  <b>詳細:</b> SpringBootフレームワーク上でAPIの追加 関税、国別通貨別の料金計算 商品受注、料金計算を行う画面開発	Salesforce Java8, SpringBoot thymeleaf, JPA jQuery, JavaScript	メンバー/5人

## スキル

Type	Language	Period	Level
Language	Java8, Java11	★4 Year	I can teach the members
	Kotlin	★1 Year	Immediate results in the business
	Golang	★1 Year	Immediate results in the business
	JavaScript	★3 Year	Immediate results in the business
	TypeScript	★3 Year	Immediate results in the business
DB	MySQL	★2 Year	Have a knowledge
	PostgreSQL	★1 Year	Have a knowledge
Framework	Spring Boot	★3 Year	I can teach the members
	Spring MVC	★1 Year	I can teach the members
	Spring WebFlux	★1 Year	I can teach the members
	Spring Security	★1 Year	Experience in use
	Spring Cloud Gateway	★1 Year	I can teach the members
	Rails	★1 Year	Immediate results in the business
	Vue.js	★2 Year	I can teach the members
	React.js	★2 Year	I can teach the members
	Gatsby.js	1 Year	Personal Development Gatsby Theme開発 <a href="https://github.com/yoshiki-0428/gatsby-all-pack-theme-starter">https://github.com/yoshiki-0428/gatsby-all-pack-theme-starter</a>

	Next.js	1 Year	Personal Development みんなのサブスク ( <a href="https://review.subsc.cc">https://review.subsc.cc</a> )
	frourio	0.5 Year	Personal Development in use
CI/CD	GitHub Actions	★1 Year	Experience in use
	Circle CI	★1 Year	Experience in use
	GitLab CI	★1 Year	Experience in use

※ 業務経験あり：★

## 保有資格

- TOEIC 500 (2021/07/20)
- Oracle Java Silver SE 8

## Self PR

Web application engineer who can design a wide range of applications from back-end to front-end. We use Go, Java, Vue.js, and TypeScript, and can design applications with a microservices architecture and an understanding of the characteristics of each language. I can implement backend, OAuth2 authentication, DB SQL tuning, BFF construction, and develop in conjunction with the front-end. Also, I have controlled WebFlux in Spring5 and implemented real-time events through PubSubAPI. He understands the importance of separating the front-end, the component philosophy of AtomicDesign, and the communication and representation parts of the development process. I was also responsible for advanced technical challenges such as real-time model playback of robot models using Three.js WebGL and SSE (real-time events). I also have the skills to connect the application layer to the infrastructure layer, such as creating Docker images of each application, and converting simple scripts to CronJobs on k8s.

Recently, I have been interested in team building, and we have been doing YWT review to share the same issues with our current team, user story mapping and use case MTG to avoid missing the features of PJ.

## External activities

### Tech Blog

- GitHub: <https://github.com/yoshiki-0428>
- Qiita: <https://qiita.com/yoshiki-0428>
- Blog: <https://tech-blog.yoshikiohashi.dev>

### Personal Development

- [Subsc Media Site Planning, Development the 'minna no subsc'](https://review.subsc.cc/)(<https://review.subsc.cc/>)
- [Gatsby Theme Development](https://github.com/yoshiki-0428/gatsby-all-pack-)(<https://github.com/yoshiki-0428/gatsby-all-pack->) theme-starter)
- [Blog Development](https://github.com/yoshiki-0428/engineer-blog)(<https://github.com/yoshiki-0428/engineer-blog>)
- [Creating portfolios utilizing 3D models](https://github.com/yoshiki-0428/vue_self_introduce)([https://github.com/yoshiki-0428/vue\\_self\\_introduce](https://github.com/yoshiki-0428/vue_self_introduce))

### Side job

- Development of a CtoC web service that allows each person to post a summary of a book.

## Interests and Motivations

- Prefer a development style where the team makes small, quick releases, and then works through a cycle of improvement while receiving user feedback.
- I am good at developing products after conducting user interviews and inception decks in a user-first manner.
- I am relatively good at back-end implementation, but equally capable of front-end implementation. I have no experience in building infrastructure, which I recognize as a weakness.
- Can run CI for some testing and build application-level Docker image builds
- Pair Pro and Mob Pro as a solution for communication in remote work, sharing business logic and transferring skills between teams as much as possible.