

Yoh Osaki

Summary

Programmer with various experience. such as Web development, Data integration middleware, GUI, Robotics, 3D simulation. Especially good at meta programming and framework development.

EDUCATION

University of Tsukuba 2000

Department of Electronics and Information Engineering.
Master's degree
Intelligent system laboratory
Study of multiple finger hand robot.

Tokyo Denki University 1998

Department of Electrical Engineering.
Bachelor degree

WORK EXPERIENCE

Ubiregi inc. May 2014 -

High transactional web API server
▸ Ruby on Rails, MySQL
Dashboard application frontend as as made SPA.
▸ JavaScript, React
Management the developers team of 8-10 members.

Appresso K.K. Jun 2009 - Apr 2014

Graphical programming tool for data integration middleware(DataSpider).
▸ Silverlight, C#
▸ <http://news.mynavi.jp/news/2011/11/02/033/>
Hadoop integration
▸ Java
[kintone](#) integration
▸ Java

KC Corporation Apr 2008 - Apr 2009

AV equipment control terminal
▸ Serial communication
▸ Silverlight, C#

Spring Co.,Ltd. Oct 2005 - Mar 2008

3D Simulation for Digital Human Technorogy

- ▶ [AIST](#)
- ▶ Maya 3D, lua
- ▶ Assistance to researchers.

Extension Point Co.,Ltd. Mar 2005 - Sep 2005

GIS System

- ▶ for [Geospatial Information Authority of Japan](#)
- ▶ Java

Logic Design Inc. Oct 2002 - Feb 2005

Image viewer software bundled with digital camera

- ▶ Cross platform development on MacOS9 and MacOS X with using Darwin.
- ▶ C++

XML based Application Architecture

- ▶ [MITO Software](#)
- ▶ Java, XML, Relax

Kernel Inc. Oct 2000 - Sep 2002

Integrated development environment for 3D robot simulation

- ▶ CORBA, Java3D, C++, Java
- ▶ https://unit.aist.go.jp/is/humanoid/m_projects/te-ma1_j.html

Ritch Internet Application framework

- ▶ Visual Basic like EOD programming environment.
- ▶ <http://www.s-cubed.jp/skml/SKMLtop.html>