

MIKE SAMPLE

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OBJECTIVE

To enhance my entrepreneurial and software developmental skills at an American organization.

EDUCATION

Intrax University – Minato, Tokyo

- **Bachelor of Engineering**, April 2010 - March 2014
- **Information Technology**, April 2014 – present
expected graduation March 2016
- **Relevant courses taken include:** Intelligent Software. Pattern Recognition and Machine Learning, Autonomous Systems Engineering, Advanced Information Network Systems

INDEPENDENT PROJECTS

- **ABC** ([abc-test.com](#))
Project leader, Lead Programmer, February 2014 - Present
 - An automated web scraper, crawls anime artworks and illustrations on the web, where users can create image streams based on text tags
 - Pinterest-like layout and dynamic infinite scrolling
 - Implemented in Ruby on Rails and Javascript
 - Powered by MySQL, and Nginx
- **XYZ** ([xyz-test.com](#))
Lead Programmer, August 2010 - March 2011
 - A 2D side-scrolling action game –this was a project in a local game development community
 - Implemented in C# with Microsoft XNA
 - Implemented the physical collision detection system that detects collisions between rotated rectangles from scratch
 - Published on a Japanese software EC site; Appeared in the Japanese IT magazine “iP!”
- Other projects:
 - **DEF**: A website where the users can create dynamic 3D graphics dioramas on browsers, using Ruby on Rails and Javascript; Uncompleted
 - **HIJ**: A space tower-defense type 3D real strategy game, using C# and Microsoft XNA; Uncompleted
 - **OPQ**: A small study project, which is implemented in Javascript and enchant.js

SUPPORTING EXPERIENCE

- **RST Works, Software Development Company - Tokyo, Japan**
Assistant Developer part time job, September 2013 - March 2015
 - Implemented static APIs of a Rails web application that manages user’s medication
 - Implemented a notification functionality that pushes notifications to users’ android phones using Google Cloud Messaging for Android (GCM)
- Participated in ACM-ICPC (International Collegiate Programming Contest) 4 times, GCJ (Google Code Jam) twice, GGJ (Global Game Jam) twice

SKILLS

- Language – English (Advanced);
- Proficient in C / C++ and Java programming languages
- Familiar with Ruby / Rails, RSpec, Python, Coffeescript / Javascript and C# through self-study and private projects or research and comfortable using Git/GitHub