YOSHINOBU NAKADA

EDUCATION
The University of Texas at Austin **GPA 3.97** **graduation date:** —
B.A., Computer Science (Senior)
Programming Skill
C++, Java, Spring Boot, Spring MVC, Elastic Search, Unreal Engine 4, Unity

WORK EXPERIENCE
Rakuten Travel Internship in Japan May 2017 - August
- Worked in a search team specifically for Japanese searching functionality in a travel pamphlet app named PATW. https://play.google.com/store/apps/details?id=jp.co.rakuten.travel.patw&hl=en
- Used Java, spring boot, spring MVC, REST and Elasticsearch.
- Also worked on morphological analysis for Japanese and RDF graph database project.

Internship at Guild Studio (Startup Game Studio in Japan) August 2017 - September
- Helped migrating a game written in UE3 to UE4 to be released as a PS4 console game.
  - Used Unreal Engine 4 and 3

Received a full-time from Goldman Sachs August 2018
- Full-time software engineering position for data analysis at Tokyo office

CLASS PROJECTS
Pintos OS Project: UT Austin Operating System Class April 2017 - May
- Implemented virtual memory(paging), file system including directory structure (multi-level index) and file growth, and thread scheduler.
- github; https://github.com/yoshi1579/project-4

LXC Open Source Contribution : UT Austin Virtualization Class November 2017 - December
- Remove dependencies on internal symbols from each tool and use the public API and helper functions
- Create a custom argument parser in lxc_init to remove a certain dependencies with Ricardo Sanchez
- github; https://github.com/lxc/lxc/commits?author=RicardoSanchezA

Database Management Application: UT Austin Data Management Class April 2017 - May
- Created a cost transfer data management application with PL/SQL, SQL, Relational Database, and APE
- github: https://github.com/CannataUT/s17finalproject-nakada-rizvi-sanchez-gong

INDEPENDENT PROJECTS
Unity C# Game Development: **March 2016 - June**
- Created a VR English learning game for international students. Used Intel Real Sense voice recognition, Hatune Miku, and Oculus DK 2. The basic style is like visual novel. It took 2 weeks to develop this game.
  - Demo video: https://youtu.be/AlAqhI6fOqE
  - github: https://github.com/yoshi1579/VR-Visual-Novel-English-Learning
- Created a VR first person shooter game with an Arduino heart rate sensor and Razer Hydra. The crosshair in this game will expand and shrink depending on heart rates. It took about 1 month to develop this game.
  - Demo video: https://youtu.be/PNUfe06iPp0
  - github: https://github.com/yoshi1579/Gun-Gale-Online

OpenGL Game Engine June 2017 - July
- Worked on basic shader, texturing, sky box, lighting, and physics simulation.
- github: https://github.com/yoshi1579/OpenGL-game-engine
- demo: https://www.youtube.com/watch?v=7QNf8QpaBag&feature=youtu.be