
EDUCATION

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| The University of Edinburgh, School of Informatics | Edinburgh, the United Kingdom |
| Master of Science with Distinction in Artificial Intelligence | Sep 2017 – Nov 2018 |
| University of Toronto, Faculty of Arts and Sciences | Toronto, Canada |
| Honors Bachelor of Science with Distinction in Computer Science and Mathematics | Aug 2012 – Jun 2016 |
| Waseda University, School of Fundamental Science and Engineering | Tokyo, Japan |
| One year Exchange Program (University of Toronto) | Aug 2014 – Jul 2015 |

WORK EXPERIENCE

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| Google Inc. | Tokyo, Japan |
| <i>Software Engineer Internship Maps Team (Android)</i> | May – Jul 2017 |
| <ul style="list-style-type: none"> Designed and implemented an interactive screenshot code generator for Android Google Maps | |
| Brown University | Providence, USA |
| <i>Visiting Student Research Internship Human-computer Interaction Lab</i> | Jan – Apr 2017 |
| <ul style="list-style-type: none"> Performed statistical analysis on user interactions for the crowdsourcing system “Drafty” HCOMP 2017 - Advisor: Jeff Huang | |
| Google Inc. | Tokyo, Japan |
| <i>Software Engineer Internship Chrome Team (Android)</i> | Sep – Dec 2016 |
| <ul style="list-style-type: none"> Created support for multiple language locales in Android Chrome and WebView Fixed Han character unification in Android Nougat Made locales consistent across all Chrome supported Android Versions | |
| Google Inc. | Tokyo, Japan |
| <i>Summer Trainee Engineering Program Internship Maps Team (Analytics)</i> | May – Sep 2015 |
| <ul style="list-style-type: none"> Improved the bug assignment system in Google’s internal bug organizer | |

PROJECTS

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| Habit Tracker Mobile Application Development | Jul – Dec 2019 |
| <ul style="list-style-type: none"> Designed and developed a habit tracker mobile application named Bujo on the Android platform Implemented a database storage of JSON encoded user information | |
| Gamification for Spaced Repetition Software | Apr – Aug 2018 |
| <ul style="list-style-type: none"> Built a gamified Spaced Repetition Software using Android open source projects Used Google Firebase to implement a database and for real-time data synchronization Designed and conducted a user survey for statistical analysis of engagement and learning progress | |
| Continuous Word Recognition | Mar – Apr 2018 |
| <ul style="list-style-type: none"> Performed an HMM-based speech recognition task on the TIMIT speech dataset using the Kaldi toolkit Wrote shell scripts to investigate the influences of acoustic features and dynamic features on word error rate | |
| Image Captioning | Jan – Apr 2018 |
| <ul style="list-style-type: none"> Used the TensorFlow framework to perform an image captioning task on the MSCOCO dataset Constructed an encoder-decoder framework with a CNN encoder and an RNN decoder with GRU and LSTM Rewarded for third best project in Machine Learning Practical by IBM | |
| Image Classification | Sep – Nov 2017 |
| <ul style="list-style-type: none"> Classified images of handwritten digits and letters from the MNIST and EMNIST datasets using deep neural networks Implemented models with different activation functions, weight initialization strategies, and learning rules | |
| Speaker Independent Digit Recognition | Sep – Nov 2017 |
| <ul style="list-style-type: none"> Recorded voiced English digits and parameterized the collected waveform files as MFCCs Constructed a speaker-dependent, and -independent speech recognizer using the Hidden Markov Model Toolkit (HTK) | |

COMPUTER SKILLS

Tools: Android Studio, Eclipse, Google Firebase, TensorFlow, Kaldi, Git, Latex, MySQL, SQLite, NuSVM
Languages: Proficient in Java and Python, previously used Shell Script, SQL, Matlab, HTML/CSS