

Ryan Tanaka

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EMPLOYMENT

Junior Software Engineer, *Environmental Research and Design Laboratory UHM* August 2017 - Present

- Developed Python and Elm code that enables admins to style web surveys through Postgresql graphical interfaces.
- Automated linux server user administration by developing shell scripts to manage user creation.
- Reduced delay in data retrieval from 60 minutes down to 5 minutes.

VEX Robotics Coach, *Maryknoll School* August 2016 – April 2017

- Guided the team to a 1st place victory out of 47 teams at the 2016 Aloha Vex IQ Qualifier tournament, and a 2nd place victory out of 35 teams in the autonomous category of the Vex CREATE U.S. Open Robotics Championships.

Computer Technical Assistant, *UHM College of Social Sciences* November 2015 - August 2017

- Expedited the software update process on lab computers by creating Python scripts to automate the process.
- Served as an administrator for faculty and student account server containing over 2500 accounts.

EXTRA CURRICULAR

Intel Student Ambassador December 2017 - Present

AT&T Mobile App Hackathon March 2017

- Developed a fully working android application that allows users to save and scan QR-code sticky notes.
- Contributed Java and XML code to the user interface and QR-code aspects of the program.
- Integrated open source serialization code to enable the use of local storage when internet connection is unavailable.

NASA Space Apps Challenge World Semi-Finalist April 2016

- Programmed animations, event handlers, and GUI using C# and Mono Develop.
- Designed a weather module to simulate passing time on Mars by programming a light source to orbit the main playing field continuously as the game progressed.
- Exhibited game at the TEDxHonolulu 2016 Interactive section to over 2,000 individuals.

AT&T Mobile App Hackathon: 2nd Place Winner March 2016

- Designed a “smart mailbox” app that will notify an Android device when mail has been received and removed.
- Produced Android application interface in Java and XML to display mailbox data in real time.

EDUCATION

MS, Computer Science *University of Hawaii at Manoa* Expected December 2018

GPA: 3.86/4.0

Coursework: Algorithms, Operating Systems, High Performance Computing, Concurrent Programing, Database Systems

- Spring 2017 Office of Graduate Education Dean’s Achievement Scholarship recipient

BA, Communicology *University of Hawaii at Manoa* May 2014

Major GPA: 3.45/4.0

TECHNOLOGIES and SKILLS

- Programming: Proficient in Python, C; Prior experience with Java, C++, Javascript, Elm
- HPC: SLURM batch scheduler, OpenMP, MPI
- Linux: user management, crontab automation, shell scripts, SSH
- Data Processing: Spark, MySQL, Postgresql
- Version Control: Git