

NOAH OTSUKA

SOFTWARE ENGINEER

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EDUCATION

California Polytechnic State University

(Expected Graduation March 2023)

- Bachelor Computer Science 3.4 GPA
- COVID-19 independent study (The Effects of COVID-19 on Public Park Usage)
- D1 Swimming scholarship (2019 – 2021)

PROFESSIONAL EXPERIENCE

StaffWise LLC – Wichita, Kansas

Full Stack Software Engineer (Remote)

(July 2022 – Current)

- Implementing Clean Architecture design to create productive and scalable software application
- Collaborating with other engineers to connect REST API backend with web app
- Using React.js library to implement UI designs created in Figma
- Creating server middleware, and endpoints using Express.js

NetApp – Wichita, Kansas

Software Engineering Solutions Automation Intern (Remote)

(June 2022 – September 2022)

- Wrote a Python CLI which automated NetApp storage systems deployment using Ansible
- Created organized and scalable code base by using OOP and MVVM design pattern
- Collaborated with other engineers to create an intuitive UI to eliminate deployment pain points

Software Engineering Embedded Systems Intern (Remote)

(June 2021 – September 2021)

- Wrote shell scripts to automatically run different testing programs during development
- Interpreted, searched, and coded in Linux OS code base

SKILLS

- **Programming Languages:** C/C++, Dart, Java, JavaScript/TypeScript, Python
- **Front-End Development:** React.js, React Native, HTML, CSS, Flutter
- **Back-End Development:** NodeJS, REST API, GraphQL, Express.js
- **Database:** SQL, MySQL, SQLite
- **Operating Systems:** MacOS, Windows, Linux
- **Other:** Git, Scrum, CI/CD, MVVM, MVC, Clean Architecture, OOP, TDD, DevOps, Figma

PROJECTS

Workout Tracker Mobile App – Senior Project

- Using MVVM design architecture to create an organized and scalable codebase
- Developing a React Native app to create a cross-platform application
- Utilizing WatermelonDB as local storage to create an offline-first application

React Native Mobile App – Intro Software Engineering (CSC 307)

- Proposed different ideas and software designs/architectures to my team
- Researched and proposed options for the tools in our tech stack
- Distributed tasks and responsibilities among my team members