Alexander Yoshino

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EDUCATION

University of Toronto — September 2019 – April 2024
Bachelor of Science in Computer Science, Minor in Math and Digital Humanities — *Toronto, Ontario*

EXPERIENCE

Anthropocene Institute — January 2023 – Present
Software Engineer — *Palo Alto, California*

- Developed an environmental awareness quiz game using Next.js, Express, and WebSockets.
- Led the WebSocket and Express service deployment, transitioning from Heroku (POC) to Cloud Run resulting in 98% savings.
- Transferred services from Google Cloud SQL (POC) to Digital Ocean resulting in 90% savings.
- Built CI/CD pipelines in Gitlab/GCloud CLI with zero downtime auto-deployment.

Riot Games — May 2022 – August 2022
Software Engineer Intern, DevCon — *Los Angeles, California*

- Worked in an agile environment to create robust tools utilizing internal and external APIs for data aggregation and analysis of app store releases to optimize internal performance
- Built a full stack application to efficiently manage permissions for different game teams to access various services (i.e. Apple Developer/Playtester, Play Store, Samsung Store, Internal Resources)
- Enhanced existing infrastructure to automate the publishing of video metadata in an efficient and user-friendly manner for use by multiple teams

HENNGE — June 2021 – July 2021
Software Engineering Intern, Cloud Services — *Shibuya, Tokyo*

- Created a full stack application utilizing Python with Flask for the backend, Gunicorn for hosting, Redis for database storage, and React for the frontend
- Implemented Google SSO through custom authorization methods
- Containerized the application with Docker
- Deployed with ECR/ECS/Elasticache/Load Balancing/VPC/Route53 managed through Terraform

Anthropocene Institute — June 2020 – October 2020
Software Engineering Intern — *Palo Alto, California*

- Worked to develop educational content related to current events, specifically COVID-19 awareness
- Developed and implemented algorithms for quiz question generation based on current events/scraped statistics
- Containerized the application with Docker
- Worked on front-end in React and JavaScript, along with data collection in Python

PROJECTS

Research Paper | *Python, NumPy, pandas* | DOI: 10.1063/5.0061584 — June 2020 – Present

- Developed a data-analysis process for Professor Mikio Fukuhara (Tohoku University), to find reactions with the smallest amount of endothermic nuclear reaction resultants
- Iterated on research with professors and worked with them to refine the program
- Published by the American Institute of Physics

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, SQL, Terraform, R, HTML/CSS
Frameworks: React, React Native, Node.js, Flask, Express, Next.js, Websocket Protocol
Developer Tools: Git, Docker, AWS, GCP, Cloud Run, Terraform, Firebase