Hiroki Witt

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OBJECTIVE
Seeking full-time, available to start at any time; open to relocation

EDUCATION
The Ohio State University, Columbus, OH
B.S. in Computer Science Engineering, graduated May 8th, 2016
Overall GPA (4.00 scale): 3.2

WORK EXPERIENCE
Employed in Cleveland Cavaliers journalism website "Right Down Euclid" (Now "King James Gospel"),
approximately 2 – 4 hours per week (July 2013 – December 2014)
-Wrote previews, recaps, reaction pieces, and editorials
Software Development Engineer Intern at Expedia
-Worked 40 hours a week on developing a UI web automation framework in Java, built on top of the Selenium
automation framework (June 2015 – August 2015).
-Collaborated on a Scrum team (Quality Assurance) as part of the Core Transactional Services group of Expedia
-Additional responsibilities included attending meetings (standup, sprint planning, sprint review, backlog grooming)

QUALIFICATIONS
Computer and Technical:
-Extensive use of Java
-Solid understanding of C#
-Experience with MATLAB, SQL, C, C++, Objective C, Python, Scheme, Ruby, Rails, Javascript, JSON, Visual
Studio, Unity, web automation, x86 Assembly, agile software development
-Very comfortable with public speaking and personal communication
-Mathematics: Calculus series, Logic I, II (propositions, predicates, graph theory, sets, asymptotic analysis, sorting
algorithms), Introduction to higher level mathematics, Linear algebra
-Introduction to Data mining, Network science, Data visualization

ACADEMIC PROJECTS

Game Design Project   The Ohio State University
    (August 2014 – December 2014)
-Collaborated with 4 students to recreate the first level of Super Mario Bros. from scratch
-Coded project in C# while sharing code through Visual Studio and XNA game studio

Capstone Game Development Project   The Ohio State University
    (January 2016 – April 2016)
-Collaborated with 5 students to create a turn-based RPG from scratch
-Coded using C# scripts in the Unity environment, sharing code using Git
-Personal responsibilities: battle animations, introduction scene, UI elements, scripting, bug-fixing
-At conclusion of project, my personal contributions were praised by peers; also voted "best speaker" in class

Network Science Based Basketball Analytics   The Ohio State University
    (February 2016 – May 2016)
-Collaborated with two graduate students to apply Network science principles to analyze the Ohio State men's
basketball team
-Watched Ohio State basketball games to manually gather data about ball-movement between players
-Data was compared with a baseline NBA dataset to derive conclusions about the effectiveness of the team using
measures such as entropy, degree-centrality, uphill-downhill flux, and clustering coefficient