



About

Computer science and Interactive Arts B.Sc graduate with 2+ years of software development experience. Proficient in Unity, full-stack web and VR development. Developed and published 5 star rated software on Google Play and the Unity Asset Store. Positive, creative, team-oriented and a strong communicator.

Work experience

Unity developer

SFU Cognitive Science Lab

Burnaby, BC

February 2019 - Present

- Developing games and VR experiences with Unity and C# for a research lab
- Built an experiment as a Unity game, engaging with test participants and leading them to complete it twice as fast compared to existing experimentation software
- Developed VR software for new UI concepts, more info on thomasnakagawa.com/csl

Full-stack web developer

SAP Canada Inc.

Vancouver, BC

May 2018 - December 2018

- Did an 8 month internship on the SAP Jam engineering team, developing an enterprise product that serves 34 million subscribers
- Deployed weekly to deliver features and bug fixes to customers every seven days
- Key contributions:
 1. Initiated, designed, implemented and deployed a system to automate a 10 hour/week manual task previously carried out by 15 developers.
 2. Created an internal tool to alert the dev-ops team when features are enabled on deployment instances, preventing confusion about the state of app deployments

Software developer

PDFTron Systems Inc.

Vancouver, BC

May 2016 - December 2016

- Did an 8 month co-op developing a productivity web app with a React front-end and a NoSQL Firebase back-end
- Refactored and redesigned the app's main navigational UI, used user feedback to eliminate bugs and collaborated with UX designers to improve it's usability
- Took ownership of many front-end features, including the sign-up workflow, onboarding tour and accessibility functionality

Skills

Programming languages:

C#, Javascript, Ruby, Java, Python

Game dev:

Unity (coroutines, custom editor, AI navigation, UI), SteamVR, Valve Index, HTC Vive

Web front-end:

React, HTML5, CSS3, SCSS, JQuery, Jekyll

Web back-end:

Rails, Spark, SQL, Firebase

Mobile dev:

Android Studio, IAP and ad monetization

Design + asset creation:

Maya, Blender, FMOD

Other skills:

Git, Jira, Visual Studio, Agile, Scrum, Selenium, Google Analytics

Education

Simon Fraser University

Burnaby and Surrey, BC

September 2014 -

September 2019

- BSc. (with distinction) Computer Science - Software Systems
- Interactive Arts and Technology (SIAT) minor
 - UI-UX, HCI, interaction design, 3D animation, sound design
- CS GPA: 3.82 | GPA: 3.67

Projects

Experimental Noise Room

On Google Play

thomasnakagawa.com/enr

- Designed and developed a creative music/audio performance mobile app with Unity
- Took the project through entire software development lifecycle, doing prototyping, user testing, development, bug fixing, QA, publishing, maintenance and support
- Demoed to industry professionals at Full Indie Summit 2019

3D Interactive Knobs, Sliders and Buttons

On the Unity Asset Store

u3d.as/1BkR

- Developed an asset package for adding customizable in-world gameplay controls to 3D scenes, compatible cross-platform for Android, iOS, WebGL and desktop builds
- Consistently given 5 star ratings by reviewers on the Unity Asset store