Thomas Nakagawa
Software Developer

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Work experience

Microsoft Corporation
Software Engineer
July 2021 - Present
Vancouver, BC

- Using **Typescript, React, GraphQL, C#, and Unity** to build features for the immersive collaboration platforms Microsoft Mesh and SharePoint Spaces
- Working on building a complex integration between the Mesh and Teams platforms, allowing users to use them together in real-time while on a call
- Built a WebRTC-based communication feature in SharePoint to enable voice chat in an immersive content view. Played a major role in the feature, leading it in **researching technologies, prototyping, system design, and production implementation**
- Contributed to a Teams extension that aggregates and displays user data. Took responsibility for implementing the data fetching, state management, and integration into the Teams platform
- Implemented tools for a rich content editor in SharePoint to make the authoring experience easier, helping to lead to an over 50% increase in usage
- Wrote code that meets a high standard for enterprise security compliance, test coverage, maintainability, and extensibility

D2L (Desire2Learn)
Software Developer
June 2020 - July 2021
Vancouver, BC

- Used **C#, .Net Framework, SQL, Typescript, and React** to build production features for the Brightspace LMS
- Built innovative new quizzing features that were highly requested by users, which helped differentiate the product's capabilities from competitors
- Fixed urgent production bugs to allow school courses to run seamlessly as they transitioned from in-person to remote
- Found and fixed security defects to prevent data corruption and XSS

NGX, contract part-time
Software Developer
February 2020 - May 2020
Vancouver, BC

- Used **C#, Unity, and HTML+CSS+JS** to build rich interactive touchscreen experiences for museum exhibits (including some that were featured in the Orcas: Our Shared Future exhibit at the Royal BC Museum)
- Worked with UX designers, QA, producers, and product managers to deliver four exhibit programs within tight deadlines

SAP Canada Inc.
Software Developer Intern
May 2018 - December 2018
Vancouver, BC

- Used **Ruby on Rails, Javascript, React, and SQL** to build features for SAP Jam, an enterprise social collaboration app that serves 34 million subscribers
- Eliminated a 10-hour/week task by automating it using **Selenium, Jenkins, and shell scripting**

PDFTron Systems Inc.
Software Developer Co-op
May 2016 - December 2016
Vancouver, BC

- Used **React, Javascript, and Firebase** to develop a pre-release productivity and communication web app
- Took ownership to complete many front-end features, including the sign-up flow, main app navigation, onboarding tour, and accessibility

Skills

Programming languages	Typescript, Javascript, C#, Java
Web development	React, SQL, GraphQL, SCSS, Next.js, .Net Framework, WebRTC, Node.js, Babylon.js
Testing	Jest, Selenium, Testing Library, Jasmine
Other skills	Git, Unity, code reviews, documentation, accessibility

Education

Simon Fraser University
Graduated 2019
Burnaby and Surrey, BC

- BSc. (with distinction) Computer Science - Software Systems
- Interactive Arts and Technology (SIAT) minor
  - Courses: UI/UX, HCI, interaction design, animation, sound design
- Worked part-time from February 2019 to May 2020 at the SFU Cognitive Science Lab, used Unity and C# to build software for researchers to use in cognitive science studies

Interests

Music, guitar, synthesizers, custom mechanical keyboards, baking, PC gaming