

Jay Fukumoto

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EXPERIENCE

Amazon.com

Mar 2024 - Aug 2024

Irvine, CA

Software Development Engineer - Amazon Luna

- Designed feature to notify customers of available version updates through integration with existing CI/CD pipeline and procedures.
- Tested, diagnosed and resolved high impact software bugs in Typescript on all browser and Android client configurations.
- Built observability dashboards and implemented monitoring metrics in OpenSearch to validate performance and identify issues.
- Contributed to technical documentation and peer reviews to support feature planning and implementation.
- Participated in Agile development using Scrum framework by attending daily stand-ups, sprint planning, and retrospectives to ensure alignment and transparency within the team.

Amazon.com

Jun 2022 - Sep 2022

Irvine, CA

Software Development Engineer Intern - Amazon Luna

- Designed volume adjustment feature for browser and MacOS clients in Typescript and Swift to allow users to change output audio levels during gameplay.
- Developed and integrated Jest test suites to automate testing of UI components and ensure correct functionality.
- Utilized Postman to investigate bugs, validate API functionality, and verify new feature behavior across client platforms.
- Collaborated with other engineers and PMs to ensure features met acceptance criteria while passing all regression test suites.
- Wrote comprehensive, peer reviewed design documents and technical specifications to ensure alignment across engineering teams and help guide implementation.

NOTABLE PROJECTS

SteamLens

2025 - Present

Full Stack Developer

- Independently built a Chrome Extension which aggregates information about video games from websites such as ProtonDB, IGDB, and Steam to help inform purchasing decisions.
- Developed and integrated a RESTful API endpoint using Express.js to fulfill search query requests made by the Typescript front-end.
- Implemented data and computation optimizations in Python and Express.js respectively to improve search latency and accuracy by up to 25% in both cases.
- Manually tested front-end UI components and RESTful API functionality; currently migrating testing work to an automated process.

HSREndgameDB.info

2024 - Present

Full Stack Developer

- Independently built a website to document and archive gameplay of the video game "Honkai: Star Rail" to enhance knowledge sharing among players in regards to completing the hardest levels.
- Developed front-end using Typescript with React, placing an emphasis on usability across mobile and desktop browser contexts.
- Designed a Postgres database for storage and retrieval of user submitted content.
- Designed and implemented automated test pipelines using Python and pytest to validate data integrity before deployment.

EDUCATION

Bachelor of Science, Computer Science

Sep 2019 - Jun 2023

Irvine, CA

University of California, Irvine

- 3.5 GPA
- Completed a specialization track in Information, focusing on the management, retrieval, and storage of data.

SKILLS

Programming Languages Typescript | Javascript | HTML | Python | Java | SQL | Swift

Frameworks React.js | Express.js | Next.js | Angular | Tailwind | Jest | Pytest

Technologies Postman | Vercel | Git | Jira | Sentry | OpenSearch | ElasticSearch | Proprietary VCS