

Jay Fukumoto

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EXPERIENCE

Amazon.com

Mar 2024 - Sep 2024

Software Development Engineer - Amazon Luna

Irvine, CA

- Refactored game controller metric pipeline to align with current user behavior, increasing tracked metrics by 30%.
- Designed a version update notification system integrated with existing CI/CD and release workflows, projected to improve customer update adoption by up to 5%.
- Validated unsupported client platforms and resolved compatibility issues to ensure baseline functionality and promote migration to supported platforms.

Amazon.com

Jun 2022 - Sep 2022

Software Development Engineer Intern - Amazon Luna

Irvine, CA

- Designed and implemented a cross-platform volume adjustment feature for browser and macOS clients in TypeScript and Swift to allow users to change output audio levels during gameplay.
- Validated feature behavior across client platforms using structured endpoint testing and request simulation through Postman.
- Collaborated with cross-functional stakeholders to ensure features met acceptance criteria and passed regression test suites.

PROJECTS

Punchbowl

2025 - Present

Technical Lead & Project Manager

- Led a cross-functional team of engineers and designers to develop a skill development and lifestyle mobile app.
- Defined system architecture and tech stack with an emphasis on scalability and cost efficiency.
- Optimized backend system design in Firebase to achieve up to 50% cost reduction at scale through architectural improvements.
- Developed front-end prototypes and app structure using React Native and TypeScript.

HSR Vision

2026 - Present

Full Stack Developer

- Built a web app to record and aggregate combat statistics from the video game "Honkai: Star Rail".
- Developed custom machine learning and optical character recognition pipelines to automatically extract combat data from a live screen capture.
- Optimized training data procurement time by up to 70% through creation of an internal automation tool.

SteamLens

2024 - Present

Full Stack Developer

- Built a Chrome Extension to aggregate game data from ProtonDB, IGDB, and Steam to inform purchasing decisions.
- Developed and integrated REST API endpoints using Express.js to fulfill search query requests from the Typescript with React front-end.
- Implemented data and computation optimizations in Python and Express.js to improve search latency and accuracy by up to 25%.

EDUCATION

Bachelor of Science, Computer Science

Sep 2019 - Jun 2023

University of California, Irvine

Irvine, CA

- 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 Swift
Frameworks	React.js Express.js Next.js Angular Tailwind
Testing	Jest Pytest
Technologies	Postman Vercel Git Jira Sentry OpenSearch ElasticSearch