

Makoto Fukumoto

jayfukum@gmail.com | +1 424-376-8324

 github |  linkedin

EXPERIENCE

Amazon

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 flows and procedures.
- Diagnosed and resolved high impact software bugs in Typescript on non-standard browser client configurations to ensure minimum level of usability even on unsupported client configurations.
- Implemented metric collectors and created dashboards to measure and monitor statistics, such as controller usage, to help inform future data-driven business decisions.
- Contributed to technical documentation and peer reviews to support feature planning and implementation.

Amazon

Jun 2022 - Sep 2022

Irvine, CA

Software Development Engineer Intern - Amazon Luna

- Designed and developed volume adjustment feature for browser and MacOS clients in Typescript and Swift to allow customers to change output audio levels without having to do so at a system level.
- Collaborated closely with adjacent development, UI/UX, and management teams to align engineering solutions with usability standards and business objectives.
- Designed open-ended back-end implementation in Java which leveraged existing software architecture to allow expansion to other client platforms in the future.
- Implemented metric collectors to measure feature usage and provide actionable insights.
- Wrote comprehensive, peer reviewed design documents and technical specifications to ensure alignment across engineering teams and help guide implementation.

NOTABLE PROJECTS

SteamLens

2024

Irvine, CA

Full Stack Developer

- Independently built a Chrome Extension which aggregates information about video games from different websites to help inform purchasing decisions.
- Developed front-end using Typescript with React, placing an emphasis on a simple but effective user interface.
- Developed a RESTful API back-end using Express.js to fulfill search query requests made by the front-end.
- Implemented data and computation optimizations in Python and Express.js respectively to greatly improve both search latency and accuracy.
- Implemented a start-up routine in the client which automatically begins a search based on if a video game is currently being displayed in the active tab.

HSREndgameDB.info

2024

Irvine, CA

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 due to the game being available on both platforms.
- Designed a Postgres database for storage and retrieval of user submitted content.
- Implemented local automation and testing routines in Python and pytest which sanitized and verified new assets that were to be deployed to the website.

EDUCATION

Bachelor of Science, Computer Science

Sep 2019 - Apr 2023

Irvine, CA

University of California, Irvine

- 3.45 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 | NoSQL | Swift | C++

Technologies

React | Express.js | Vercel | Git | Jira | Sentry | OpenSearch | ElasticSearch | Proprietary VCS