

TARO YAMADA

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Taro is a pragmatic developer that is focused on solving real-world problems using the right (software) technologies. He focuses on getting things done quickly, and is not afraid to choose languages, tools and frameworks outside of his skillset. He's a jack of all trades with experience in front-end development, full-stack development, DevOps, data science, and ETL.

EXPERIENCE

MARCH 2018 – JULY 2020

SENIOR FRONT-END ENGINEER, PALANTIR TECHNOLOGIES

- Developed customer-facing communications with measurable click-thru rates for marketing conversion tracking.
- Pulled from Firebase, C#, NoSQL, JavaScript and other back-end library knowledge to bolster programming resources.
- Created powerful Content Management Systems to serve as interface for client.
- Oversaw web platform testing, troubleshooting and user sampling prior to live deployment.
- Developed and integrated WebGL based 3D furniture configurator to the client's eCommerce platform, minimized the GPU usage rate of Three.js using React Hooks.

APRIL 2015 – JANUARY 2018

SENIOR SOFTWARE ENGINEER, INFOCOM CORPORATION

- Orchestrated efficient large-scale software deployments, including testing features and correcting code.
- Evaluated project requirements and specifications and developed software applications that surpassed client expectations.
- Gathered and defined customer requirements to develop clear specifications for project plans.
- Trained and mentored junior developers and engineers, teaching skills in React/Vue/SSR and working to improve overall team performance.

JANUARY 2014 – FEBRUARY 2015

SOFTWARE ENGINEER, LOTTE DATA COMMUNICATION COMPANY

- Collaborated with cross-functional development team members to analyze potential system solutions based on evolving client requirements.
- Introduced methodologies and best practices to software development division to enhance product definition and application customization.
- Estimated work hours and tracked progress using Scrum methodology.

FEBRUARY 2013 – NOVEMBER 2013

FRONT END DEVELOPER, FORVAL CORPORATION

- Generated design frameworks designed to encourage maximal user response rates to ad placements.
- Consulted with customers to gather requirements and discuss design choices.

- Created unique spaces for marketing ads within landing pages, providing visitor conversion rates of 150%.
- Pinpointed user experience issues to devise targeted suggestions for creating cohesive user experience.

NOVEMBER 2012 – JANUARY 2013

SOFTWARE DEVELOPER INTERN, FORVAL CORPORATION

- Collaborated with other developers to identify and alleviate number of bugs and errors in software.
- Contributed to deployments by testing, debugging and resolving issues for optimal results.
- Carefully documented technical workflows and knowledge in private wiki for education of newly hired employees.

EDUCATION

SEPTEMBER 2012

BACHELOR OF COMPUTER SCIENCE, THE UNIVERSITY OF AIZU

- Member of Planning and Development Club, PandD
- Member of ICPC Programming Club

SKILLS

- | | |
|----------------------|-------------------------|
| • Web Development | • Front End Development |
| • Mobile Development | • Back End Development |
| | • Communication |

ACHIEVEMENTS

ACM International Collegiate Programming Contest (ICPC) Tokyo 2010 Silver Medal Award