

Osamu Fujimoto

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Last update on December 19, 2023

Education

Georgia Institute of Technology (Atlanta, GA)

2023

MSc, Computer Science

Rochester Institute of Technology (Rochester, NY)

2017

BSc, Computer Science

Skills

Languages: Python, JavaScript, Java, PHP.

Frameworks and Tools: Flask, Django, NestJS, React, Spring Framework, Laravel

Technical: MySQL, Postgres, DynamoDB, AWS

Experience

Venmo, contract via Taller Technologies

REMOTE

Software Engineer

May 2022 - present

- Worked on the Identity Service to support new Venmo features and enable PayPal-powered login.
- Identified and resolved bugs within the Identity service, achieving an outstanding 99.99% migration rate for Venmo Accounts to PayPal as the primary source of records.
- Prepared the Identity service for the 2023 Super Bowl Event in anticipation of a significant surge in traffic.
- Assisted new team members with their onboarding tasks and facilitated their understanding of the intricacies of the Identity Service.

Trafilea

REMOTE

Software Engineer

Oct 2021 - May 2022

- Developed a headless checkout platform based on micro-services to replace the legacy monolithic back-end.
- Created an integration layer to work with different store services (Shopify, BigCommerce) with our custom back-end.
- Collaborated with software architects to enhance communication flow and interaction among diverse micro-services.

Caffelli

LIMA, PERU

Full-stack Web Developer

April 2018 - present

- Led a team of three developers in the creation of GiveFTW, a highly scalable leaderboard platform. Users engage by completing challenges, unlocking "loot boxes", and winning prizes upon achieving milestones.
- Designed a new platform for KO Digital Studio, enhancing user experience and engagement through the integration of new features such as a comprehensive course catalog, program and goal tracking, and course comment sections.
- Developed a campaign management platform that streamlined user submissions and automated service deployment to client servers, reducing development time by 20%.
- Integrated analytics into a custom e-learning platform, resulting in increased course completion rates and improved user retention.
- Developed an application to consolidate advertising insights from social media platforms, generating tailored reports for individual clients.

Future Everyday Technology Research Lab

ROCHESTER, NY

Undergraduate Research Assistant

April 2015 - December 2017

- Developed an Android app that identifies tags embedded in 3D-printed objects using machine learning.
- Wrote an editor to create and visualize 8-bit animations using JavaScript and jQuery.
- Improved legacy Android app design by updating to Material Design standards, refactored code and fixed bugs in the data acquisition module.
- Performed lab setup, calibration, and maintenance of the CNC router, 3D printers, and laser cutter.

CIASTech, College of Imaging Arts and Sciences (RIT)

ROCHESTER, NY

Student Web Developer (Co-op)

January 2016 - August 2016

- Developed a new platform to manage the lockers and inventory using PHP (Laravel) and D3.js
- Implemented SMS notifications using Twilio API to alert the user when its assigned locker is expiring.
- Improved user experience by writing a custom visualization tool to explore and select the available lockers.
- Explored and benchmarked frameworks and libraries for media streaming platform.