Thomas Nakagawa
Software Developer

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Vancouver, BC Canada

Work experience

Software developer
D2L (Desire2Learn)
Vancouver, BC
June 2020 - Present

- Developing the Brightspace LMS using React, Typescript, SQL, .NET and Web Components
- Working on a major cross-team UI and data model overhaul to improve the user experience site-wide
- Built a complex and highly requested feature that differentiates the product from it's competitors
- Fixed urgent production bugs to allow online classes to run seamlessly
- Lead an initiative to create a proof-of-concept for a new and engaging study tool for students
- Enhanced internal tooling to make automated tests faster and more reliable
- Engaged in the company's tech culture, demoed new features and presented at the internal conference

Unity developer
NGX Interactive
Vancouver, BC
February 2020 - May 2020

- Did part-time contract work building interactive museum exhibit software using Unity
- Used particle effects, animations and touch screen gestures to create rich interactive experiences
- Consulted with designers, QA, producers and project managers to ensure requirements were met within tight time and budget constraints

Unity+VR developer
SFU Cognitive Science Lab
Burnaby, BC
February 2019 - May 2020

- Did part-time work with a research lab developing games and VR prototypes using Unity and C#
- Iteratively built a game for an experiement, creating an engaging experience for participants
- Implemented a VR menu system designed by cognitive science researchers to improve productivity in VR
- Developed VR software to prototype UI concepts, more info on thomasnakagawa.com/csl

Full-stack web developer
SAP Canada Inc.
Vancouver, BC
May 2018 - December 2018

- Did an 8 month internship developing an enterprise SaaS that serves 34 million subscribers
- Eliminated a 10 hour/week manual task by building a microservice to extend Selenium Grid and automate previously unautomatable test cases
- Created a tool to prevent confusion during deployments by raising alerts when feature flags are toggled

Software developer
PDFTron Systems Inc.
Vancouver, BC
May 2016 - December 2016

- Did an 8 month co-op developing a productivity web app with a React front-end and a Firebase back-end
- Refactored and redesigned the app's main navigational UI, using feedback from UX designers and users
- Took ownership of many front-end features, including the sign-up workflow, onboarding tour and accessiblity functionality

Skills

Programming languages:	C#, Javascript, TypeScript, Java, Python
Web development:	React, SQL, .NET, HTML5, CSS3, Web Components, Node.js, Socket.IO
Game development:	Unity (custom editor, coroutines, UI, scriptable objects), SteamVR
Deployment + CI/CD:	Jenkins, Github Actions, Heroku, shell scripting
Other skills:	Git, unit testing, automation testing, code review, documentation

Education

Simon Fraser University
Burnaby and Surrey, BC
2014 - 2019

- BSc. (with distinction) Computer Science - Software Systems
- Interactive Arts and Technology (SIAT) minor
  - UI/UX, HCI, interaction design, 3D animation, sound design

Projects

Unity Asset Store
thomasnakagawa.com/unity-assets

- Published two Unity asset packs: "3D Interactive Knobs, Buttons and Sliders" and "90's OS Desktop UI"
- Made high quality code so developers of any skillset can use the assets. Reviews on the Unity Asset Store highlight the code's readability, ease-of-use and extensibility

Experimental Noise Room
On Google Play
thomasnakagawa.com/enr

- Used Unity to design and develop a 3D music performance app that has 1000+ downloads
- Google Play Store reviewers call it "*Very interesting...lovely, original interface too*" and "*a REALLY cool tool to visualize+explore different aural concepts+texture*"
- Did many stages of user testing while building the app to make sure it was understandable and fun

Visit my website **thomasnakagawa.com** for more info about my work