

Eric Furukawa

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EDUCATION

Western Washington University - Bellingham, WA
Master of Science: Computer Science

Expected March 2027

Washington State University - Pullman, WA
Bachelor of Science: Computer Science, Minor in Mathematics
GPA: 3.84

August 2017 - July 2021

Coursework: Algorithm Design and Analysis, Computer Security, Database Systems, Advanced Data Structures, Object-Oriented Design Principles, Programming Language Design, Human-Computer Interaction, Computer Networks, Graph Theory, Machine Learning, Statistics

SKILLS

Technologies

- Experienced: C#, Python, Unity-2D, Visual Studio
- Familiar: C, C++, Java, HTML, CSS, JavaScript, PostgreSQL, .NET Framework, Ubuntu Linux

General

- Agile Team Development, Fullstack Development, Unit Testing, Software Design Principle Application, Aptitude for Learning, Effective Communicator, Team Player, Industrious, Thorough

Languages

- Japanese (Classroom Study)

RELEVANT EXPERIENCE

Unity Game Development | Personal | Issaquah, WA

May 2020 - Present

- Develops personal game development projects made in Unity with C#, Focused on 2D turn-based gameplay and visual-novel style story cutscenes

Render Integration Capstone | Mojang/Washington State University | Pullman, WA

August 2020 - May 2021

- Served as team lead, managing other students while abstracting renderer code libraries and utilizing unit tests; Team lead responsibilities emphasized establishing effective communication channels between stakeholders

Prototype Mobile Idle Game | Washington State University | Pullman, WA

April 2021

- Created a mobile idle game prototype in Unity to showcase UI/UX principles (E.g., Fitt's Law)

Yelp Review Program | Washington State University | Pullman, WA

April 2021 - May 2021

- Full-Stack developed a mock Yelp review program in the form of a .NET Windows application with a PostgreSQL database; Required effective teamwork and remote Agile development

Undergraduate Research | Washington State University | Pullman, WA

October 2018 - May 2019

- Applied machine learning to analyze energy consumption in households, providing total energy usage statistics; Explored possible learning models for usage in energy classification

Profanity Detection Program | Washington State University | Pullman, WA

April 2021 - May 2021

- Implemented a profanity-detecting machine learning program in Python that applied a Naive Bayes Classifier and compared its effectiveness to an SKLearn library function

EXTRACURRICULAR

Events/Organizations/Hobbies: Washington State University Hackathon (2017, 2018), GMTK Game Jam 2022, Louis Stokes Alliance for Minority Participation Participant, Walking, Guitar, Video Games