

Aiden Sato

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Availability: Beginning May 2025

WORK EXPERIENCE

Software Engineer Co-op | Wolters Kluwer January 2024 – December 2024
Waltham, MA

- Developed bugfixes and designed new functionalities for internal and external web applications utilizing the FHIR specification, writing frontends using Vue and AWS Lambda backends using JavaScript and Python
- Performed maintenance tasks involving a Java backend codebase, as well as an Oracle SQL database
- Built advanced debug panel that aided in communication between industry customers and support
- Reduced friction for internal utilities routinely used by developers, additionally modernizing their codebases

SQA Engineer Co-op | AVID Technology January 2023 – July 2023
Burlington, MA

- Created tests and programmed Selenium test automation relating to video editing functionality, sometimes investigating bugs discovered
 - Increased stability and reduced bugs for software used in the TV production industry
 - Designed utility scripts in Python to ease debugging and development, especially used during critical situations such as fixing bugs for the broadcast of the Olympics
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TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Python, Java, Racket, HTML/CSS, C++

Technologies: Linux, Git, Vue, Svelte, React, Serverless, Node.js, Deno, AWS, Selenium

EDUCATION

Northeastern University | Khoury College of Computer Sciences September 2021 – May 2025
Candidate for B.S. in Computer Science Boston, MA

- GPA: 3.7/4.0, Honors
 - Relevant Coursework: Software Development, Programming Languages, Programming in C++, Object-Oriented Programming, Computer Systems, Distributed Systems, Law & Ethics of Digital Technology
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PROJECTS

Bazaar | Simulation of a board game, played by computer players September 2024 – December 2024

- Architected a system that implements the game rules, algorithmically plays the game, and allows these components to connect over the network for a full simulation of Bazaar, including a GUI visualizer
- Pored over the design to ensure extensibility and testability; code was thoroughly tested through a combination of unit and integration tests, alongside manual testing
- Tasked with onboarding a developer onto a codebase before being switched to a codebase using different paradigms; therefore practiced both functional and object-oriented programming during this project
- Implemented with TypeScript and Node.js, with Jest used for automated testing

Spicyroll | Browser extension to enhance viewing experience on Crunchyroll August 2023

- Developed as a quick solution to missing functionality in Crunchyroll's video player
- Extension replaces video stream to include baked-in subtitles, allowing users to watch subtitled anime using their browser's picture-in-picture mode

Jank Jumper: Unlimited | Endless platforming game with evolving playfield September 2023 – October 2023

- Designed and programmed the game in Unity alongside one other team member
- Created entire game in two weeks for the Jam-O-Lantern 2021 game jam

ViriDOS | Point-and-click adventure game for my high school September 2020 – March 2021

- Programmed single page application web game using React for frontend and Firebase for backend
 - Implemented 360° panoramas of classrooms, over a dozen puzzles, video cutscenes of the school campus and staff members, and cloud sync, and was played by 100 students at a school of 1200
 - Wrote and directed the project alongside one other team member
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INTERESTS

- Continuously passionate about programming and video production
- Constantly dabbling in new hobbies and projects, from specialty coffee to t-shirt printing