

ALEXANDER BOLINSKY

Okusawa, Setagaya-ku, Tokyo-to · ahsbolinsky@gmail.com · abolinsky.io

TECHNICAL STRENGTHS

Languages	English (native), Japanese (JLPT N2, self-taught)
Programming Languages	C++, C, Python, JavaScript, x86 assembly, Verilog, VHDL
Tools	Linux, Git, CMake, Docker, CI/CD, GDB, LLDB, ROS, ALICA, CAD, 3D Printing

TECH EDUCATION, ENGINEERING & RESEARCH EXPERIENCE

Woven By Toyota Jan 2023 - current
Technical Instructor and Content Developer Tokyo, Japan

- Develop and oversee entirely in-house C++ learning content and curriculum.
- Develop entirely in-house Python learning content and curriculum.
- Deliver hundreds of hours of technical training in both English and Japanese.
- Contribute significantly to the planning of and feedback on MS1 - our talent management solution.

Tokyo Coding Club May 2021 - Dec 2022
Operations Manager, Curriculum Developer, Instructor - Programming and Robotics Tokyo, Japan

- Manage a team of instructors.
- Oversee development and prioritization of technical features of our in-house lesson management system.
- Develop and roll out a comprehensive quality assurance system to significantly improve teaching quality.
- Create and roll out curriculum and instructor training for a summer program for over 120 kids. Helped to grow the summer camp program 91% YOY.
- Conduct over 700 hours of private robotics and programming lessons for kids aged 7-14 and adults. Handcraft material and curriculum based on the sophistication and interests of the student, agnostic of language, platform, or hardware requirements.

Rapyuta Robotics February 2018 - April 2021
Software Engineer Tokyo, Japan

- One of the core engineers and maintainers of critical components of an autonomous warehouse robot fleet. Developing the robots' general and contextual behaviors, state machine, interactions with other ROS components and UI. Developed several small libraries for system resource management, playing audio, processing barcodes, etc. Heavily involved in the preparation, oversight, and debugging of the system in high-pressure contexts such as critical client demonstrations. Overseeing general design with respect to user interaction. Providing frequent rigorous and constructive code reviews of colleagues' work and thorough documentation of my own.
- Primary software engineer in developing an autonomous team of omni wheel and vive tracker-equipped robots that collaborate in gathering cubes from the environment and stacking them into a tower. Collaboration and robust team dynamics were achieved using ALICA (open source, contributor). Presented at iROS 2018.

LockerDome June 2016 - July 2017
Web Developer St. Louis, MO, USA

- Developed and tested a custom high-performance database. This involved a detailed understanding of Linux and its system calls, the memory and caching hierarchy, hand-coding architecture-specific x86 assembly, implementing a custom memory manager, asynchronous socket programming, data (de)serialization, and heavy unit testing and profiling. Additionally worked on static type-checking for a front-end javascript framework compiler, implemented a lexer/parser for formatting articles, contributed to the api layer, and connected our ad server with publishing clients.

EDUCATION

Washington University in St. Louis 2012 - 2016
B.S. in Computer Science & Engineering

Leadership

Judge at GlobalHack VI Million-Dollar Hackathon (2016)

IEEE · Co-President & Treasurer of Student Branch (2014 - 2016)

Men's Squash Team · Co-Captain, Named Harrow Squash Player of the Men's National Championship Team (2014)

Awards

Third Place at Discovery Competition at Washington University in St. Louis (2017)

Top College Team at GlobalHack V Hackathon (2015)