

MARK YAMASHITA

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SUMMARY

Software engineer with experience spanning backend services, iOS development, realtime systems, and Web technologies. I enjoy solving difficult engineering problems across systems, backend, and mobile, and I focus on building modern, efficient, and maintainable solutions. Strengths include high quality architecture, debugging, and building tools that improve developer velocity. I am platform and language agnostic and focus on choosing the right tools for the problem at hand. Known for ownership, clear communication, and learning new domains quickly.

SKILLS

Languages: C#, Swift, Objective-C, Go, TypeScript, JavaScript, Python, Java, C++, SQL, PHP

Platforms: iOS, macOS, iPadOS, Web, WebGL, Windows, Linux, Android, VR (Meta Quest)

Tools & Frameworks: Xcode, SwiftUI, React, Vite, Unity, Rider, Visual Studio, Git, Git LFS, Node.js, Cloudflare Workers, Wrangler, Firebase CLI, Docker

Backend & Networking: REST APIs, gRPC, gRPC-Web, WebSockets, session/state sync, deterministic flows, server authoritative pipelines, Postman, API schema design

APIs & Data: SQLite, Core Data, Cloudflare D1, Cloudflare KV, JSON, ORMs, schema design, relational querying, data modeling

Cloud & Deployment: Cloudflare Pages, Cloudflare Workers, CI/CD (GitHub Actions, Bitbucket Pipelines), deployment automation, CDN caching

Performance & Optimization: profiling tools, CPU/GPU frame analysis, memory/GC tuning, async pipelines, build size and loading time reduction, logging/metrics/observability

Systems & Architecture: modular architecture, package-based development, SDK/tooling design, plugin architecture, debugging workflows, reproducible pipelines

AI-Assisted Development: ChatGPT, Cursor IDE, GitHub Copilot, LLM-based code generation, workflow automation

Engineering Strengths: maintainable architecture, clear documentation, craftsmanship quality, debugging, observability, mentorship, fast domain ramp-up

EXPERIENCE

1/ST Technology – AmTote International | *Backend, iOS, Web, Realtime Systems*

2023 – Present

Senior Software Engineer

Remote

- Lead engineer for a production WebGL client with a custom gRPC-Web stack, including typed requests, retries, and structured logging.
- Built tools, validators, and debugging pipelines for deterministic replays, state sync, and server authoritative flows.
- Designed modular systems, improved documentation quality, and standardized coding patterns across teams.
- Collaborated closely with backend teams on schema design, validation, and performance concerns.
- Improved deployment workflows and integration testing across browsers and devices.

Igloosoft Games | *Systems, Tools, AI, Performance*

2021 – 2023

Software Engineer

Remote

- Developed core gameplay and systems logic for cross-platform desktop and console titles.
- Improved AI behaviors, animation pipelines, and pathfinding performance.
- Created internal tools to accelerate iteration, testing, and content workflows.
- Worked on debugging and profiling large simulated environments with complex state.

24x7digital | *iOS, Swift, Backend Integration*

2008 – 2025

Lead iOS Developer

Los Angeles CA

- Developed and maintained a suite of education apps with millions of downloads across iOS and Android.
- Built data flows with Firebase Realtime DB, Auth, Storage, and REST integrations.
- Implemented freemium updates, IAP modernization, and SwiftUI migrations for legacy Objective-C codebases.
- Prototyped VR interactions for internal research projects.

PROJECTS

BotBattle | *Go backend, TypeScript/React, JSON APIs, Cloudflare, Postgres planned*

2025 – Present

- Building a competitive bot simulation platform with deterministic match execution and replayable results.
- Developed typed API endpoints with validation, structured errors, and metric logging.
- Prototyping a Vite/React front-end for match visualization, dashboards, and account tools.

Who Am mAI | *Cloudflare Pages, Cloudflare Workers, React, LLM integration*

2025 – Present

- Daily identity guessing game that uses LLM-based hint generation and classification.
- Built Cloudflare Worker APIs with KV and D1 integration, end-to-end static site delivery, and cache optimization.
- Experimented with mobile friendly UI and efficient interaction loops.

EDUCATION

University of California, Berkeley

B.S. in Engineering Physics