

YUSHIN HOZUMI

OBJECTIVE

Technical Translator (English-Japanese)

QUALIFICATIONS

- Received 1st grade certification of [Translator Qualification Examination](#) of [Japan Translation Federation](#) in 2003
- Scored 850 points at [TOEIC](#) in 2002
- Passed [Senior Programmer Examination](#) in 1990.

KEY SKILLS

Programming Language

C, C++, Java, Object Pascal, Visual Basic, Assembler (Z80, x86, 68000).

Development Environment

Borland C++Builder, Delphi, Metrowerks CodeWarrior, Apple MPW

Target Platform

MS-DOS, MS-Windows, Mac-OS, Java-VM, many native PC architectures.

Application

Image Processing, Computer Graphics (include 3D), CAD, Computational Geometry, Numerical Analysis, Database, Spreadsheet.

ACHIEVEMENTS

1995– date Freelancer (self-employed)

Programmer, SE, Translator

- Translated a book about XSLT (published in 2001).
- Translated a book about J2ME (published in 2001)
- Developed many software systems.

1994–1995 [Tokyo Graphic Arts Co., Ltd.](#)

Programmer, SE

- Developed an image processing application.

1993–1994 East Technology Co., Ltd.

Programmer, SE

- Developed a videogame-authoring tool.

1982–1992 [Easy Computer System Co., Ltd.](#)

Programmer, SE

- Developed [RICOH MYTOOL](#), a database-spreadsheet package.
- Developed many development tools & utilities.

EDUCATION

1986–1993 [Science University of Tokyo](#)

- B.S., in Physics.

Resume compiled 9/20/03, all information correct at this date