

Noriaki Kishida

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EDUCATION

Minerva University

B.Sc. in **Computer Science and Artificial Intelligence**, Minor in Economics | GPA: 3.70

San Francisco, CA

Expected May 2027

- Relevant coursework: Software Engineering, Data Structures, Algorithms, Machine Learning, Statistics, Economics
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EXPERIENCE

Capital Launchers (Japan-India Cross-border Business Consultancy)

Nagoya, Japan

Tech Lead / CTO

May 2025 – Present

- Built an [India business news platform](#) for Japanese executives using Next.js, OpenAI API, and Supabase, automating news clustering, article generation, and AI-generated imagery from 45+ RSS feeds, reducing manual curation to zero.
- Built a social-media auto-posting system using n8n automation and API integrations for events, blogs, and videos, reducing manual posting time from 2 hours to 15 minutes and improving marketing workflow efficiency by over 250%.
- Used Python, OpenAI API, and the Tavily web search API to analyze data from over 300 companies, identifying 130 potential GP or CVC partners for targeted outreach and partnership development.

EAGLYS Inc. (AI & Data Security Company)

Tokyo, Japan

Software Engineer Intern

Jul 2024 – April 2026

- Built a GPT-2 chatbot system (Python, React, JavaScript) leveraging AWS Nitro Enclaves for confidential, privacy-preserving AI inference, ensuring fully isolated, secure computational environments.
- Developed a control-plane web application (Flask, boto3, HTML/CSS) for EC2 and Enclave management, automating key management, deployment workflows, and IAM-based access control to reduce setup time from 1 hour to 5 minutes.
- Designed an RSA-encrypted client-server API using Flask and vsock, and presented the system to 40+ professionals.

GSP Cloud (AI Agent Platform)

Seoul, South Korea

Frontend & Platform Developer Intern

Jan 2025 – April 2025

- Built a console dashboard using TypeScript, React, and Supabase for users to manage over 50 AI agent workflows.
- Implemented REST APIs and secure file-transfer workflows for billing, data downloads, and integrated customer-support features; tested with 20 pilot users, leading to a 30% improvement in onboarding satisfaction.

BearVFX (AI & Virtual Human Technology Company)

Taipei, Taiwan

Software Engineer Intern

Sep 2024 – Dec 2024

- Built an [AI avatar educational video pipeline](#) using GPT-3.5 for transcript creation, SpeechT5 for narration synthesis, and Wav2Lip for realistic lip-sync, enabling fully automated lecture video creation.
 - Automated the full pipeline with Python (OpenAI API, PyTorch, OpenCV, FFmpeg), achieving 91%+ lip-sync accuracy.
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SELECTED PROJECTS

Competed in 10+ hackathons during summer 2026, earning awards at 5+ events.

- [HookLoop](#) (2026) | 2nd Prize, Convex Track (50+ teams) — YC Growth Hackathon, Jun 2026
 - Built an autonomous paid-ad agent using Next.js, TypeScript, Convex, OpenAI structured outputs, and Sora; implemented multi-agent workflows to generate reels, simulate campaigns, and analyze performance.
 - [SOLID Marketplace](#) (2026) | 3rd Place (50+ teams) — Auth0 X Stripe Hackathon, Jul 2026
 - Built an autonomous Facebook Marketplace buying agent using Next.js, TypeScript, OpenAI, and Stripe Connect; engineered listing search, vision-based risk analysis, negotiation, scam detection, and protected meetup payments.
 - [know](#) (2026) | Personal Project
 - Built a local-first macOS AI assistant using Tauri, Rust, React, TypeScript, and SQLite that turns app/browser activity into work threads and AI recommendations; implemented privacy controls and Keychain-secured credentials.
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SKILLS

- **Languages/Frameworks:** Python, TypeScript, JavaScript, SQL, HTML/CSS, Flask, React.js, Node.js, SQLAlchemy
- **Tools/Platforms:** Git, GitHub, Bash, Linux, Vercel, Docker, AWS (EC2, IAM, KMS), n8n, Supabase, RSA Encryption