

Kohki Hatori

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EDUCATION

Boston University

Bachelor of Arts & Master of Science in Computer Science

Boston, MA

Expected Graduation Date: May 2027

SKILLS

Programming: Python, Java, Go, C, Assembly, Bash, HTML/CSS/JS/TS

Frameworks & Libraries: React/Next.js, FastAPI, Django, TensorFlow, PyTorch, OpenCV

Cloud & DevOps: Google Cloud Platform, Docker, Vercel, Terraform, Alembic, CI/CD

Databases & Tools: PostgreSQL, SQLite, FAISS, Git/GitHub, Vim, Web Scraping, Linux, Figma, LaTeX

Languages: Japanese (Native), English (Fluent)

EXPERIENCE

ABEJA Inc.

Software Engineer Intern

Tokyo, Japan

July 2025 - August 2025

- Led feature design for an AI persona platform for executives (task automation, communication, decision support) by analysing needs and conducting interviews with corporate leaders.
- Implemented advanced features including HITL feedback loops, LLM-based feedback evaluation, and data-update suggestions, enabling executives to refine and maintain accurate AI personas.
- Developed full-stack solutions across backend (FastAPI, SQLAlchemy, Cloud Run) and frontend (React/TypeScript, Material UI), delivering modular APIs, database schemas, and UI components.
- Collaborated in a cross-functional team of 5 developers and product managers, contributing to agile sprints and code reviews while aligning technical execution with product vision.

Susten Capital Management

Software Engineer Intern

Tokyo, Japan

June 2025 - July 2025

- Developed a full-stack FAQ chatbot for a robo-advisor service, providing customers with 24/7 automated support through a real-time streaming chat interface.
- Implemented a Retrieval-Augmented Generation (RAG) pipeline using AWS Bedrock Claude 4 and FAISS vector search to deliver accurate, context-aware responses in Japanese.
- Engineered the production-ready system using FastAPI and Next.js, and established automated CI/CD workflows, CLI management tools, and enterprise-grade error handling.

Second Xight Analytica

ML Engineer Intern

Tokyo, Japan

August 2022 - September 2022

- Developed an image recognition model with OpenMMLab MMDetection (RCNN) to automate alcohol checks for transportation drivers, ensuring compliance with new safety regulations.
- Built a data pipeline by scraping and annotating 1,000+ breathalyzer images, combining manual and AI-assisted labelling to accelerate dataset creation and improve accuracy.

PROJECTS

BackpackMate | HackGT12

Sep 25-27, 2025

- Led a team of four at HackGT12 to develop BackpackMate, an AI-native travel app that generates personalized itineraries based on user preferences, destination, and dates.
- Architected a full-stack solution with Next.js, Node.js, and Supabase, and implemented core features using Cedar and Mastra AI agents for interactive, chat-based itinerary customization.

Echodio | Hackathon Project (Hack-1.com)

May 2025 - June 2025

- Built a responsive React/Next.js (TypeScript, Tailwind) app with reusable components and custom hooks; integrated weather/audio/image services to synchronise music and imagery with real-time location, weather, and time.
- Implemented AI-driven theming via GoAPI and Midjourney with automated prompt generation; collaborated in a three-person, one-month hackathon to scope, iterate, and ship under tight deadlines.

Tetris AI | Boston University

April 2025 - May 2025

- Implemented a Q-learning Tetris agent in Java, designing a multi-component reward function and a decaying exploration schedule to learn long-term placement and line-clearing strategies.
- Built efficient board-analysis primitives—iterative flood-fill reachability (custom stack), T-Spin detection, and real-time state quality evaluation.