Dacoda Takagi, FullStack Engineer

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Dacoda Takagi | LinkedIn
Dacoda Takagi | Github

Education

Jan 2024 - Present
Atlas FullStack Web Development
Diploma in Computer Science
Tusa, Oklahoma

Graduate: August 2025

In my time at atlas I have covered many programming languages and concepts. I have spent my time at atlas bettering my skills and understanding of these languages and concepts.

Experience

- Empower-ED

Tulsa, Oklahoma
App Developer Internship
October 2024 - Present

My role in this internship with Empower-ED is to help build an app to help in their daily work. As I have just started I have not made much of an impact.

Projects

Simple Shell

I designed and built a Unix-like shell from the ground up using C, demonstrating strong systems programming skills and a solid grasp of operating system fundamentals. The shell supports key features such as command execution, process management, I/O redirection, and environment variable handling. This project provided hands-on experience with low-level system calls, process creation, management, and signal handling. It sharpened my problem-solving abilities and deepened my understanding of OS internals, while also enhancing my capacity to work with complex, interconnected systems.

Project link: https://github.com/dacods/atlas-simple_shell

Two Dudes, Two Games

Two Dudes, Two Games was a collaboration project to develop two interactive fairytale-inspired games in one week. We utilized the Godot game engine for game development and scripting, while creating custom pixel art and sprites using Piskel, an online sprite editor. We integrated assets from itch.io to build immersive game environments and published the final games on the platform for public access. We coordinated project development via GitHub, with all code and project documentation available on my GitHub profile.

Project link: dacods/atlas-Hack_sprint

Skills

- Git
- HTML & CSS
- JavaScript
- Python
- C