Kenji Tanaka

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Summary

A highly analytical and adaptable individual with exceptional problem-solving skills honed through years of competitive strategy gaming and immersive simulations. Proven ability to quickly master complex systems, identify exploits, and devise innovative solutions under pressure. Thrives in dynamic environments requiring strategic thinking and rapid skill acquisition. Eager to apply a unique skill set to unprecedented challenges.

Experience

Lead Strategist & Team Captain | "Aethel's Vanguard" (Pro Esports Team - "Pantheon Arena") | 2020 – Present

- * Developed and executed cutting-edge game strategies, leading team to multiple championship victories.
- * Analyzed opponent tactics and game meta, adapting team playstyles for optimal performance.
- * Mentored team members, fostering quick learning and mastery of complex game mechanics.
- * Known for unconventional approaches that exploit systemic loopholes.

Freelance Game Tester / QA Analyst | Various Indie Developers | 2018 – 2020

- * Identified and documented software bugs, balance issues, and potential exploits in pre-release games.
- * Provided detailed feedback on game mechanics, level design, and user experience.
- * Specialized in stress-testing game systems and uncovering unintended interactions.

Outdoor Survival Skills Enthusiast & Urban Explorer (Hobbyist) | Self-Directed | 2015 – Present

- * Practiced basic wilderness survival techniques, including shelter-building, fire-starting, and resource identification.
- * Engaged in urban exploration, developing skills in navigation and discreet movement in complex environments.

Education

Some College – Computer Science | Neo-Kyoto Technical Institute | (Did not complete)

- * Focused on algorithms, system architecture, and basic programming.
- * Left to pursue a more "hands-on" approach to system mastery via esports.

Skills

Strategic Planning & Tactical Execution, Systems Analysis (Deep Dive), Rapid Learning & Adaptation, Exploit Identification, Problem Solving, Pattern Recognition, Game Theory,

Crisis Management (Simulated), Basic Python & LUA (for understanding game logic), Resource Management, Calm Under Extreme Pressure, Basic Wilderness First Aid.

Interests

MMORPGs (特にシステム解析), Grand Strategy Games, Roguelikes, Puzzle Solving, Ancient History & Mythology (especially regarding 'lost knowledge' or 'forgotten power' tropes), Kendo, Modding Communities.