Kento Okamoto

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https://github.com/Kentokamoto

Experience

Backend Engineer, Lithic August 2021 - November 2022

Uses: C++, Python, Java, Rust, Docker, AWS

- Migrated internal transaction definition to reflect future service integration
- Designed and implemented internal tooling to allow other engineers to modify exising customer transaction configurations
- Designed and implemented mock transaction endpoint service using **FastAPI** for end to end testing in a staging environment
- Designed internal tooling with **Retool** to empower other engineers to execute system configuration changes safely

Software Engineer, Splunk November 2020 - July 2021

- Designed solution to prevent dataloss observed on Splunk technical add-ons

Software Engineer, Arista Networks July 2017 - October 2020

Uses: C++(TACC), Python

- Led software validation support for five 720XP series PoE switch development by coordinating with cross-functional teams (manufacturing, test, hardware)
- Wrote OS firmware for initial board bringup
- Designed and wrote system software for displaying on-device FPGA information using Python
- Created test infrastructure improvement for detecting product spontaneous reboots

Instructor, CSCI 261 Programming Concepts January 2017 - May 2017

- Taught introductory C++ concepts to 60 students
- Course included Lectures, Exams, Homework, and extra help during office hours.

Automation Tools Developer Intern, Ricoh America May 2016 – August 2016

- Developed a full-stack web application for printer performance analysis using ASP.NET MVC
- Webtool provides 300% more control for customer over previous tool
- Increased code resilience to future SQL database changes

Software Developer Intern, Gearzy May 2015 – May 2016

- Created full-stack desktop application for custom SQL-based C++ object creation using QtCreator

Projects

App Launch Inference August 2016 – August 2017

- Research security vulnerabilities by eavesdropping on app launch instances on Android devices
- Utilized scikit-learn to train and infer app network packets on each device
- Successfully inferred app launches with 90% or higher accuracy using Random Forest and SVM classifiers

Pool Table Recognition April 2016 – December 2016

- Built C++ program to detect pool tables from a smartphone image using OpenCV
- Final image displayed a top-down perspective of the table

Skills

- Technical: C++, C, Python, Rust
- Tools: Git, Docker, LaTeX

Education

Colorado School of Mines M.S. May 2017

Major: Computer Science

Colorado School of Mines B.S. May 2015

Major: Engineering Physics