GEN TAMADA

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EDUCATION

University of California, Santa Barbara (UCSB) **Cumulative GPA: 3.98**

Master of Science (M.S.) Computer Science Candidate (BS/MS Program) **Expected June 2026**

Relevant Courses: Computer Networking, Operating Systems, Runtime Systems, Distributed Systems, Data Structure & Algorithms

EXPERIENCES

Arista Networks, Santa Clara, CA June 2025 - September 2025

Software Engineering Intern

- Refactored developer and debugging tooling in EOS, Arista's advanced network operating system, for the 7700R4 Distributed Etherlink Switch (DES), deploying an **automated hardware configuration algorithm** that cut manual setup by over **80%**.
- Enabled seamless hardware setup of distributed switches for **AI and accelerated computing** by designing configuration workflows and supporting scalable deployments.
- Collaborated within the **Layer 1 Network team** to design the algorithm, addressing edge cases and ensuring long-term maintainability; authored **design documents** to guide adoption across teams.

RACELab, UC Santa Barbara (sites.cs.ucsb.edu/~ckrintz/racelab.html) Oct 2024 - May 2024

Research Assistant

- Engineered and extended **C/C++** API for **DaaS**-based **IoT**, enabling advanced calculations and streamlined deployments across diverse distributed **edge device** configuration.
- Collaborated on **benchmarking** experiments with PhD advisors, delivering **ground truth analysis** of power and performance across multiple hardware platforms.
- Advanced research into persistent, efficient **Device-as-a-Service** architectures for **IoT**, surpassing conventional FaaS models in continuous, fault tolerant edge network operation.

Aquimo LLC., Remote (tinyurl.com/aquimo-light) June 2023 - September 2023

Software Engineering Intern

- Drove development of lightweight online mobile games using **Cocos**, optimizing QR code access and mobile home screen compatibility with standardized Javascript methods adopted company-wide.
- Improved **Javascript** URI parsing for non-technical developers, enhancing accessibility and reducing onboarding frictions.
- Simulated deployment for professional sport event launches, ensuring **stability** and **scalability** under live conditions.

SOAR Foundation, Remote (gen8009.wixsite.com/soar-foundation) June 2022 - September 2022

Software Engineer Intern

- Rebuilt SOAR Foundation's website in two weeks using **Wix**, streamlining the **user interface** and improving information accessibility for donors and scholarship applicants.
- Developed and presented a migration plan from **WordPress** to a modern **React.js** stack, detailing a roadmap, technical trade-offs, and increased scalability for future foundation needs.

PROJECTS

Refract, UCSB Data Science Club Project Series Finalist (github.com/heyyysus/refract) January 2024 - May 2024

Machine Learning Model Engineer

- Created **PyTorch** models to cloak facial images, protecting **privacy** and mitigating deepfake risk for social media users.
- Utilized industry standard pre-trained models like **Inception Resnet V1**, **MTCNN,** and **LPIPS** to manipulate image embeddings and introduce undetectable alterations that prevent misuse in machine learning applications.
- Engineered custom loss function to maintain a balance between image fidelity and cloak effectiveness

SKILLS

- **Languages and Tech:** C, C++, Python, Linux, Javascript, Java, Spring Boot, SQL, LaTeX, Prompt Engineering
- **Languages:** Fluent in English, Chinese, and Japanese