GEN TAMADA

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EDUCATION

University of California, Santa Barbara (UCSB) — Santa Barbara, CA
Bachelor of Science (B.S.) Computer Science Candidate — Expected June 2025
Second-year undergraduate (Taken Data Structures and Algorithms) — Cumulative GPA: 3.97
GitHub: https://github.com/Ononymous
Personal Portfolio: https://gentamada.me/

PROJECTS

- Noteblockit (2023): a machine learning model to easily generate Minecraft Noteblock music (https://tinyurl.com/noteblockit)
- AirNet (2023): phone app on React Native Expo framework, with Supabase for database (https://github.com/Ononymous/AirNet)
- GauchoCourses (2023): Vue.js for frontend, Spring Boot for backend, MS Azure for database (https://tinyurl.com/gauchocourses)
- New SOAR Foundation website (2022): powered by Wix website builder (https://gen8009.wixsite.com/soar-foundation)
- Cryptaid (2022): developed using React JS, hosted on Moralis, integrated MetaMask authentication (https://tinyurl.com/cryptaid)
- 30 Seconds (2022): created using React JS, integrated AssemblyAI speech-to-text tool (http://tinyurl.com/30-sec-interview)
- Fiesta (2021): built using React JS, hosted on Firebase (https://tinyurl.com/fiesta-ucsb)

INTERNSHIP EXPERIENCE

Software Engineer Intern, Aquimo LLC., Remote — June 2023-Present
- Collaborated with experienced mentor in creating light-weight mobile games and apps hosted on websites, using Cocos Creator
- Researched and standardized a method for user to access any web-mobile games on their home screen without using app stores
- Discovered a solution to optimize the URI parsing algorithms to allow developers to more easily modify the query strings
- Devised a structure to compress color-pattern table to 100 lines in json format that was previously 300 lines long
- Familiarized with new tool, Cocos Creator, within 2 weeks, and designed a frontend prototype DJ interface for game hosts

OTHER EXPERIENCE

Project Team Leader, UCSB Data Science Club, Santa Barbara, CA — September 2022-April 2023
- Invented a solution that allows an accurate conversion of any music (wav file) into noteblock systems in Minecraft
- Researched more than 10 different solutions and implementations on the task of Music Source Separation using machine learning
- Implemented a recurrent neural network model in PyTorch, and trained 3 separate sets of parameters for bass, vocals, and drums
- Hosted the model on Streamlit Community Cloud; fine-tuned the model to fit the memory usage limit on Streamlit

Project Team Leader, Coders SB Club Project Series, Santa Barbara, CA — January 2023-June 2023
- Presented an idea that allows users to utilize their mobile devices as a radar to see thousands of planes around the world
- Researched and devised a mathematical algorithm to accurately calculate the 3d-relative-coordinates of any plane on Earth given the outputs of the mobile device sensors and GPS coordinates
- Distributed work between team of 4 to design an easy-to-use UI/UX and features that supports the main functionality
- Created a phone app using the React Native platform, and chose Supabase for storing and accessing user data

Project Backend Team Leader, Coders SB Club Project Series, Santa Barbara, CA — April 2022-June 2022
- Developed a decentralized non-profit application (DApp) "Cryptaid" for cause-driven supporters to employ cryptocurrency to send aid, safely and anonymously.
- Earned the title of 2nd place on the collaborative competition between the SB Blockchain club and Coders SB club
- Learned to utilize Moralis, a web 3.0 storage platform, for the transaction and donation function of the app

SKILLS

- React.js, React Native, Vue.js, Javascript, CSS, HTML, Java, MIPS Assembly, C++, R (Statistics), Cocos Game Creator
- Python: Numpy, Scipy, PyTorch, TensorFlow, Librosa, Streamlit
- Firebase, Moralis database / hosting, Supabase
- English (Native), Chinese (Native), Japanese (Native)

ACTIVITIES

- Practicing Chinese and Japanese by reading novels written in those languages, Badminton, Strength training