GEN TAMADA

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SKILLS

- **Technologies:** React.js, React Native, Vue.js, Javascript, HTML/CSS, Java, MIPS, C++, R (Statistics), Cocos Game Creator
- **Python libraries**: Numpy, Scipy, PyTorch, TensorFlow, Librosa, Streamlit
- **Data related**: Firebase, Moralis database / hosting, Supabase, machine learning, data collection and analysis
- **Spoken Languages:** Fluent in English, Chinese, and Japanese
- **Interest:** parallel computing, cloud computing, distributed systems, machine learning, and internet of things

INTERNSHIP EXPERIENCE

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

- Worked in development team in creating light-weight mobile games and apps hosted on websites, using **Cocos Creator**
- Standardized a method in **javascript** for users to access any **cocos games** on their home screen without using app stores
- Optimized the **javascript** URI parsing algorithms to allow developers with little coding experience to use query strings
- Prepared the basic implementation of Lightshow to be tested on the Pre-season football game between Chicago Bears and Indianapolis Colts

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

- Created a new website for SOAR in 2 weeks using the platform of **Wix**; eliminated unnecessary components of the original site, emphasized the important information, and simplified the web-user-interface for the users
- Proposed the plan for replacing the original **Wordpress** site of SOAR Foundation to one powered by **React.js**
- Listed the pros and cons of the overall switch and the necessary procedures needed to achieve the new **React.js** site

PROJECTS

Noteblockit, *Project Team Leader,* UCSB Data Science Club (github.com/Ononymous/Noteblockit) September 2022 - April 2023

- Invented a solution that allows an accurate conversion of any music file (wav file) into noteblock systems in Minecraft
- Researched and compared more than 10 different implementations of **Music Source Separation** using machine learning, and used **Python libraries** such as **Librosa** and **Numpy** in **Google Colab** for data manipulation and storage
- 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**

AirNet, *Project Team Leader,* Coders SB Club Project Series (github.com/Ononymous/AirNet) 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, spreading awareness of the advancement of technology and the things that tend to be unseen or ignored in 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**
- Used **React Native** for frontend of phone app, and the backend with **Supabase** for storing and accessing user data

GauchoCourses, *Frontend / Backend Developer,* UCSB Data Science Club (tinyurl.com/gaucho-courses) February 2023 - Present

- Collaborated in implementing a solution to make the course selection process of UCSB simpler and more efficient
- Employed the **Vue.js** framework for frontend and the **Spring Boot** (**Java**) platform for handling backend queries and API calls
- Sponsored by UCSB, and have officially received the API keys that can access course contents and parameters of the University

EDUCATION

University of California, Santa Barbara (UCSB) **Expected June 2025**

Bachelor of Science (B.S.) Computer Science Candidate (Dean's Honors) **Cumulative GPA: 3.97**

Class Taken: Data Structures & Algorithms, Computer Architecture, Automata & Formal Languages, Intro to Computational Science