Kentaro Tanaka

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Work Experience

FriendliAI — Seoul, South Korea
Software Engineer — August 2025 - October 2025

- Extended a hand-rolled PEG parser used in the model tool-calling pipeline for AI inference.
- Forked and modified an internal Protobuf library to ensure deterministic serialization in production inference workflows.
- Designed and implemented a role-based access control (RBAC) system for FriendliAI's internal back-office platform, enabling secure access to customer accounts, subscriptions, and internal data across engineering, marketing, and sales teams.

Five Rings Capital — New York, NY
Software Engineer — October 2020 - April 2025

- Led the architecture and long-term technical direction for a mission-critical suite of trading, risk, and compliance systems, evolving them from initial design through years of production scaling.
- Served as the "0-to-1" engineer for rapid-response projects; notably designed and deployed a C++ low-latency valuation engine in under three weeks to meet urgent, high-stakes market requirements.
- Partnered directly with quantitative researchers to translate mathematical models into production-ready automated trading algorithms across diverse markets.
- Designed and scaled internal platforms for trade reconciliation and data pipelines, automating back-office workflows and building real-time monitoring and alerting tools.
- Acted as the primary point of contact and domain expert for core systems, mentoring junior engineers and coordinating multi-contributor releases in a high-pressure environment.

Five Rings Capital — New York, NY
Software Engineer Intern — June 2019 - August 2019

- Developed high-performance C++ components for proprietary trading systems

Designlab — Remote
Software Engineer Intern — June 2018 – August 2018

- Built a Django REST API to decouple content delivery from application logic.

MIT HKN Honor Society — Cambridge, MA
Computer Science Peer Tutor — September 2017 – May 2018

- Tutored peers in core computer science courses

MIT Media Lab: Changing Places — Cambridge, MA
Undergraduate Researcher — January 2017

- Implemented Android application that does audio recording, FFT processing, filtering, and automatic data uploads

Education

Massachusetts Institute of Technology — Cambridge, MA
Bachelor of Science in Computer Science *GPA: 4.9* — September 2016 - January 2020

Skills

Languages:	C++, Python, Typescript, SQL
Systems / Tools:	Linux, git, bash, vim, tmux

Projects

Fluency

- Placed 5th out of 4,000+ teams in Microsoft's U.S. Imagine Cup
- Implemented features such as WebRTC-based video chat and real-time messaging

Awards

5th Place US Imagine Cup National Finals — Microsoft
Awarded to Fluency — April 2017