

First Last

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SUMMARY OF QUALIFICATIONS

- Working knowledge of Python, R, VBA, Excel; familiar with SQL, C++ and Git
- Experience with building machine learning models in Jupyter Notebook using NumPy, pandas and scikit-learn
- Creative and analytical thinker who is self-driven and capable of working in a fast paced environment
- Excellent teamwork and communication skills developed through group projects and extracurriculars

EXPERIENCE

QA Engineering Co-op, Company

May 2018 - Aug 2018

- Reduced the duration of manual testing by over 50% through the implementation of automation tests using robot framework
- Revamped existing test scripts by reducing code complexity resulting in shorter script run times and improved code readability
- Developed test cases for both iOS and Android applications to ensure that the new features work accordingly after platform upgrades
- Assisted developers in resolving all bugs related to front-end and mobile applications in a timely manner

Business Analyst, Company

Sep 2017 - Dec 2017

- Optimized analytical reporting by implementing VBA macros to extract data from spreadsheets with a million entries resulting in 2x faster data retrieval
- Produced data visualizations in Microsoft Excel and Powerpoint that were presented to CTOs
- Developed VBA scripts to send automated emails using Microsoft Excel through Outlook

PROJECTS

Project 1

Apr 2019

- Trained a random forest model in R to predict housing prices and performed 5-fold cross validation using the caret library to tune hyper parameters
- Model achieved an error score of 0.17 and placed top 10 in an in-class kaggle competition

Project 2

Aug 2018 - Present

- Performed data wrangling using pandas and NumPy to prepare the dataset for analysis
- Built a random forest classifier in Python using scikit-learn to predict which passengers survived the Titanic and achieved a score of 78% against Kaggle's test set

Biquadris

Dec 2018

- Developed a command line version of Tetris for 2 players using object-oriented principles in C++
- Implemented core features of the game using design patterns like factory and template method

EDUCATION

University Of Waterloo - Bachelor Of Mathematics, Statistics

Sep 2016 - Apr 2021 (Expected)

- Minor in Computer Science
- **Relevant Coursework:** Applied Linear Models, Experimental Design, and Algorithmic Problem Solving

Coursera (IBM) - Data Analysis With Python

Feb 2019 - Present