

## Contact

[www.linkedin.com/in/tian-ding-62523837](http://www.linkedin.com/in/tian-ding-62523837) (LinkedIn)

## Top Skills

Matlab  
LaTeX  
Programming

## Certifications

Machine Learning  
Hadoop Platform and Application Framework  
Improving Deep Neural Networks: Hyperparameter tuning, Regularization and Optimization  
Functional Programming Principles in Scala  
Big Data Analysis with Scala and Spark

## Publications

Inverse transport calculations in optical imaging with subspace optimization algorithms  
A one-step reconstruction algorithm for quantitative photoacoustic imaging

## Patents

Reconfigurable Antenna

# Tian Ding

Senior Data Scientist at Blizzard Entertainment  
Irvine, California

## Experience

### Blizzard Entertainment

#### Senior Data Scientist

February 2016 - Present (4 years 2 months)

Orange County, California Area

@Business Intelligence - Global Insights - Hearthstone (Team 5)

# Develop machine learning, data mining, and statistical modeling solutions to understand game design and key business behaviors

# Use advanced computational mathematics methods to answer various game design questions, such as game balancing, meta analysis, matchmaking etc.

### CGG

#### Seismic Data Analyst

March 2014 - December 2015 (1 year 10 months)

Houston, Texas Area

# Performed data processing to the raw noisy field data and built velocity model

# Wrote scripts and programs for seismic modelling/data processing

# Created accurate 3D images of the subsurface from seismic data

### Repsol

#### Intern in Geophysical Research and Development

May 2013 - December 2013 (8 months)

The Woodlands, Texas Area

# Developed a software of Convolutional Perfectly Matched Layer in C/C++, which now can be used in solving acoustic and elastic wave equation in 2D and 3D

# Derived the formulation of new elastic wave equation with CPML

# Rewrote the domain decomposition communication code(using MPI) to fit CPML case

# Developed a program that can calculate finite difference coefficients of any order derivative in optimal order of accuracy with any points set

### University of Texas at Austin

Graduate Research and Teaching Assistant

August 2008 - December 2013 (5 years 5 months)

## PGS

Intern Geophysicist

May 2011 - August 2011 (4 months)

Generated synthetic data to be used in the testing of migration velocity analysis algorithms and others in isotropic, VTI and TTI media

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## Education

The University of Texas at Austin

Doctor of Philosophy (Ph.D.), Mathematics · (2008 - 2014)

Shanghai Jiao Tong University

B.E., Information Engineering · (2004 - 2008)

Shanghai Jiao Tong University

B.S., Mathematics and Applied Mathematics · (2004 - 2008)