

# AlgorithmicTalent Tracker

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## Objectives:

Developing an application to automate the candidate selection process (for developer, senior developer, and solution architect) at Doodle.

## Data Points for Candidate Evaluation:

Finding data points for candidate evaluation, as Github, StackOverflow.

1. Converting row data into informative features that algorithm can use for decision making.
2. Developing a scoring system that assigns weights to each data point based on its importance in assessing a candidate's suitability.

## Selection Algorithm:

Developing a non-deterministic algorithm that analyzes the chosen data point to identify the best talent for the role at Doodle.

## Machine Learning Models:

Decision Trees, Random Forests, Gradient Boosting, Neural Networks

## Training Data:

Using historical data for positive examples (hired) and negative examples (rejected) to train the model.

## Application:

Candidate User Interface:

- Receive notifications.
- Access and submit solutions to three coding questions.

Doodle Hiring Manager User Interface:

- Evaluate candidates' solutions.
- Notifying candidates about the result.

### **Key Considerations:**

- Solution must have expiry date/time (time-limited interface).
- Ensuring privacy regulations.
- Code must be written in Python and hosted on Github.
- Writing documentation for the solution.

### **Q&A:**

Should the data points be dynamic or static?

### **Focus:**

- Algorithm.
- Algorithm + key considerations.
- Algorithm + key considerations + user interface.
- Algorithm Selection restricted or allow to choose.

### **Presentation day:**

- Chosen algorithm implementation.
- Key considerations implementation.