

Christopher Kazakis

EDUCATION

UNIVERSITY OF VIRGINIA

CHARLOTTESVILLE, VA

Bachelor of Arts, Computer Science

DECEMBER, 2020

- **3.96/4.0 GPA (Major)** | 3.87/4.0 GPA (Cumulative)
- Coursework: Algorithms, Probability, Data Structures, Artificial Intelligence, Regression Analysis, Machine Learning, Theory of Computation, Linear Algebra, Stochastic Processes, Cloud Computing
- Dean's List (3 Semesters), Chess Club Member, Machine Learning Club Member

NORFOLK ACADEMY

NORFOLK, VA

MAY, 2017

- 4.0/4.0 GPA
- **SAT: 1520/1600**
- National AP Scholar, Varsity Crew Captain, Girl-Up Club President, International Relations Fellow

EXPERIENCE

HILLSBOROUGH CAPITAL

CHARLOTTESVILLE, VA

QUANTITATIVE RESEARCHER

SUMMER 2019, 2020

- Created high-volume alert system with **Python** and **SQL**, that has motivated hundreds of trades per month for over a year
- Built long-short term memory (LSTM) model in **Keras** to predict changes in behavior of front-month SPX e-mini futures
- Searched for patterns in market data with Google Colab using neural networks, support vector machines, and regression

HACKCVILLE DATA SCIENCE BOOTCAMP

CHARLOTTESVILLE, VA

STUDENT

JANUARY 2019 – JUNE 2019

- Learned basics of data collection, cleaning, and analysis using **Pandas**, **NumPy**, **Matplotlib** and other Python packages
- Published Medium articles on and gave presentations about topics such as neural networks and time series analysis
- Worked in small teams to design interactive Jupyter notebooks to teach over 40 students regression and web scraping

BEADS AND ROCKS

VIRGINIA BEACH, VA

STORE MANAGER

JUNE 2017 – DECEMBER 2018

- Assisted roughly 50 customers per day in finding products from a large and diverse inventory to meet their specifications
- Opened and closed storefront 5 days a week, handled transactions, kept financial records, and managed store inventory

PROJECTS

ADVANCED POKEMON AI

SPRING 2020

- Coded various competing decision agents, such as random and reflex, to select the best moves for Pokémon battles
- Trained deep learning agent with **PyTorch** to pick optimal Pokémon teams using results from battles to calculate loss

MACHINE LEARNING FOR ROAD SAFETY

FALL 2019

- Used supervised and unsupervised machine learning with VDOT data to find causes of car accidents throughout Virginia
- Wrote 6-page paper in IEEE format detailing methodology, results, and possible government action to increase road safety

MAJOR LEAGUE BASEBALL REGRESSION

FALL 2019

- Found most relevant stats for predicting winning pitchers in MLB games using 3 step variable screening process in **SAS**
- Wrote 15-page paper with figures generated in SAS, tests for regression assumptions, and conclusions based on findings

TECHNICAL SKILLS

Programming: Python, C++, C, R, SQL, SAS