DOUGLAS SILVERMAN

SOFTWARE ENGINEER WEB DEVELOPER

CONTACT

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WEBSITE

https://douglas-silverman.github.io

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GitHub

https://github.com/douglas-silverman

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SKILLS

Programming Languages:

Python, Java, JavaScript, C

Machine Learning:

scikit-learn, numpy, pandas, matplotlib

Web-Development:

Vue.js, Angular.js, Node.js, MongoDB, Google Firebase

Software:

Visual Studio Code, git/GitHub, Eclipse

More Info

Please visit my website and GitHub to find out more information about me and the projects I have done.

EDUCATION

University of Massachusetts, Amherst B.S.in Computer Science & Mathematics

GPA: 3.26

Graduation Date: May 2021

COURSEWORK

Computer Science

Data Structures
Algorithm Design and Analysis
Web Programming
Computer Graphics
Artificial Intelligence
Natural Language Processing
Machine Learning

Mathematics

Multivariate Calculus
Linear Algebra
Abstract Algebra
Mathematical Modeling
Combinatorics and Graph Theory
Scientific Computing
Statistics Land II

EXPERIENCE

Coach & Crew - Web Development Intern

August 2019-March 2020

- Created different web pages using Angular.js and bootstrap
- Helped team design the database using MongoDB
- Communicated smoothly over different time zones, mainly through email and Slack. Scheduled weekly meetings and had a slack channel to help troubleshoot

PROJECTS

Sentiment Analysis on COVID-19 Tweets

September 2020 - December 2020

This group project was to compare different classification methods for Sentiment Analysis. Having the best tool to understand the general public's stance during a crisis is important. The dataset consisted of 40,000 covid tweets from March and April of 2020. We used Python to iterate through a numpy array of the tweets and remove invalid characters like emojis. We used a TF-IDF vectorizer to convert a tweet into a feature vector of terms. We then trained Naive Bayes, Logistic Regression, Random Forests, and VADER from scikit-learn. Lastly, we evaluated the trained classifiers' performance on a test dataset and found the VADER and Logistic Regression performed the best.

Analysis of Sports Betting Strategies

March 2020 - October 2020

With the interest in sports gambling continuing to rise, I wanted to analyze some betting strategies used by amateur gamblers. I created 5 models: Martingale and Oscar's Grind which reduce losses, Kelly Criterion that maximizes profit, and 2 Poisson Distribution models that predict winners of every game. The models were tested on 3 seasons of play across 3 different sports. The datasets were cleaned using Pandas and Python to normalize team names (some teams change cities) and to remove invalid entries. The results can be found on my website.