Dylan Agiman

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Education

University of California Irvine (UCI) GPA: 3.9

March 2020

Bachelor of Science, Computer Science and Engineering

- Dean's Honor List (8 quarters)
- Relevant Coursework: Machine Learning/Data Mining, Principles of Operating Systems, Concepts in Programming Languages, Programming in C++, Network Analysis, Data Structures Implementation and Analysis, Computer Networks, Organization of Digital Computers

Work Experience

BlackRock, San Francisco, CA

June 2019 - August 2019

Software Engineering Summer Analyst (Aladdin Product Group)

- Wrote Java API endpoints and implementation to manage table of users and markets for CRM tool
- Developed Angular front-end page to deal with user interaction and display the results of managed tables
- Internal hackathon: Made Angular web app to help customers make socially conscious investing choices

Pm2NET, Irvine, CA

June 2018 - August 2018

Junior Networks Engineer

- Design and draw maps using Ekahau software to predict obstruction loss of Wi-Fi networks in large buildings
- Plan out optimized Access Point placement for maximal signal and minimal loss throughout the building
- My work resulted in much better Wi-Fi coverage throughout Pomona College and more bandwidth in key areas

Skills

- Programming Languages: Python, C++, Java; (Familiar) Lisp, Prolog, MySQL, HTML, CSS
- Languages: (Fluent) English, Hebrew; (Proficient) Spanish
- Familiar with Git version control, RESTful APIs, Angular.js, Unit Testing, Algorithm Design, SQL queries
- Familiar with various machine learning models and techniques for classification and regression
- Familiar with useful Python libraries for machine learning such as NumPy, SciPy, Sklearn, Matplotlib, etc

Projects

Training Musical Models to Create Novel Music (Python)

May 2019

- In Microsoft Malmo environment, trained primarily on Bach music to come up with Bach-esque patterns
- Implemented Bagged Random Forest on previous notes to come up with the next predicted note to choose

Analysis and modeling of Satellite Rainfall Data using Machine Learning (Python)

December 2018

- Used a variety of different models to predict rainfall locations given features from large satellite data set
- Implemented a Bagged Random Forest, Boosting Algorithm, and Stochastic Gradient Descent on a logistic regression linear classifier to come up with the base models
- Ensembled the models together to form a more accurate, balanced model to predict the dataset

Complete Requirements Document for Online E-Commerce Web App 'Fixer Apper'

January 2018

- Created a full requirements Document for an online E-Commerce Web App, detailing necessary aspects such as functional requirements, non-functional requirements, design choices, environmental constraints, etc.
- Conducted two-part client interview session for product details

Activities

Projects Committee in ICS Student Council

October 2017 - June 2018

- Work in teams to create workshops on various CS and career-related topics, such as company speaker series
- Collaborate on team projects, worked with a team on design for degree-planning flowchart web app

Member, ACM @ UCI

September 2017 - present

• Club focused on mastering competitive coding, through learning algorithms and advanced coding techniques and attending competitions such as the Microsoft Coding Competition