

# JOHN TAE

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## EDUCATION

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**University of California, Berkeley**  
B.A. Statistics, Minor Computer Science

Graduation: May 2019  
Major GPA: **3.85**/4.0  
Cumulative GPA: **3.63**/4.0

- **Courses:** Data Structures, Principle and Techniques of Data Science, The Foundations of Data Science, Concepts in Computing with Data, Discrete Mathematics and Probability Theory, Concepts of Probability

## TECHNICAL SKILLS/INTERESTS

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**Languages:** Python, R, SQL, Java

**Tools:** Git, Spark, MLlib, Tableau, Pandas/Scipy/Matplotlib/Scikit, MYSQL, Latex

**Interests:** Basketball, Lord of the Rings, Working Out, Fantasy Sports, Minecraft, Fashion, Cooking

## PROFESSIONAL EXPERIENCE

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DATA SCIENCE SOCIETY OF UC BERKELEY

Berkeley, CA

**Project Manager**

*August 2017 - Present*

- Project lead of six Berkeley students for data science consulting in partnership with start-up company Ongo
- Spearheaded and designed project scope, utilizing Pandas, Matplotlib, Scipy, and Sci-kit learn to analyze data
- Building a predictive model that can output lifestyle change recommendations based on user inputted data

ASAIL-TECH

Berkeley, CA

**Operations**

*March 2017 - Present*

- Creating partnerships with worldwide labels that include current top hit artists, creating over \$10,000 in revenue
- Market operations, handling company's online presence, as well as managing the product itself in terms of QA

UBISOFT

San Francisco, CA

**Data Analytics & Science Intern**

*June 2017 – August 2017*

- Segmented consumers by game activation rates with R, Spark and k-means to provide focused marketing strategies
- Managed, and optimized Teradata and Tableau databases regarding over 10 terabytes of market data
- Generated data reports and optimized access to real time market data by creating interactive BI dashboards

CMG STRATEGY CONSULTING – SALESFORCE, UBISOFT

Berkeley, CA

**Business Analyst/Consultant**

*September 2016 – May 2017*

- Contract analyst/consultant, working for Salesforce, providing them with data evidenced insights based on the company's priorities and extensive market research, specifically related to their expansion of products and services
- Analyzed Ubisoft consumer base and competition to recommend new campaigns to maximize product shelf life

## PROJECTS

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**Pokémon-Go**

- Analyzing and predicting patterns of data in Pokémon-Go over time, implementing models to predict where Pokémon will appear. Implemented in R, as well as using XML to scrape data from online.

**Bear Maps**

- Web mapping application implemented in Java of the Berkeley area, stitching image files together for maximum resolution, using XML parsing and Dijkstra's to find the shortest paths between locations.

**Music Classifier**

- Python project utilizing the k-nearest neighbor's algorithm to analyze song text and classify songs into genres based on a training data set of words that are found to be most likely to appear within songs of that genre.