JOHN TAE

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EDUCATION

University of California, Berkeley Graduation: May 2019
B.A. Statistics, Minor Computer Science Major GPA: **3.83**/4.0
Cumulative GPA: **3.71**/4.0

- ***Courses***: Structure and Interpretation of Computer Programs, Data Structures, The Foundations of Data Science, Concepts in Computing with Data, Linear Algebra and Differential Equations, Multivariable Calculus

- ***Leadership/Extracurricular***: Pi Alpha Phi - Finance VP, Social Chair (2016 January – present)
  Golden Records – Finance VP (2016 September – 2017 January)

TECHNICAL SKILLS/INTERESTS

Languages: *Advanced:* Java, Python, R
Proficient: HTML, CSS, SQL, UNIX, LINUX, XML
Tools: Git, JUnit, IntelliJ, RStudio, Microsoft PowerPoint/Excel, NumPy
Interests: Basketball, Lord of the Rings, Working out, Fantasy Sports, Minecraft, Fashion, Cooking

PROFESSIONAL EXPERIENCE

CMG STRATEGY CONSULTING – SALESFORCE, UBISOFT Berkeley, CA
Business Analyst/Consultant *September 2016 - Present*

- Working as an analyst/consultant, being a part of the Salesforce project team last semester, in particular examining success of past and present strategies, as well as that of competitors to provide new campaign and feature ideas
- Currently with Ubisoft, analyzing consumer info, industry trends, and company/competitor strengths and weaknesses, in order to provide insight to best market upcoming game releases as well as maximizing user retention

FARMERS INSURANCE Los Angeles, CA
Intern *May 2014 - August 2014*

- Performed general clerical duties, such as handling organization of customer appointments, and creating schedules
- Applied VLOOKUP and pivot tables in Microsoft excel to organize data, mitigating and optimizing firm access
- Analyzed business trends and data, in order to help provide company with additional insight into consumer trends

PROJECTS

Pokémon-Go

- Analyzing and predicting patterns of data in Pokémon-Go over time, implementing regression models to see where, when and under what conditions certain Pokémon are most likely to appear. Implemented in R, using ggplot2, dplyr, mosaic, and tidyr amongst other libraries, as well as using XML to scrape data from online.

SQLite

- Using Java, built a relational database system and domain specific language, that mimics the well-known SQL language, being able to build and manipulate data structures upon parsing user specific input.

Music Classifier

- Implemented in Python, utilizing the NumPy library, finding and using common features of songs in certain genre, in order to be able to predict the genre of the a given song is based on a built classification algorithm.

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.