NOAH SHIMIZU

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EDUCATION

The University of Texas at Austin May 2023

Master of Science, Business Analytics

Relevant Coursework: Advanced Machine Learning, Information Management, Optimization

The University of Texas at Austin December 2021

Bachelor of Science, Mathematics

Minor in Economics, Certificates in Applied Statistical Modeling and Elements of Computing

GPA: 3.96

TECHNICAL SKILLS

- Computer Languages: Python (Keras, Numpy, Sklearn, Pytorch, Selenium, Matplotlib, Pandas, Seaborn, Gurobi), R (Tidyverse, Tsibble, Fable, ggplot2), SQL (Oracle, MySQL), HTML/CSS, Javascript
- Computer Software: Jupyter, Anaconda, RStudio, GitHub, Excel, Google Sheets, LaTeX
- Other: Statistics, Machine Learning, Natural Language Processing, Data Scraping, Game Theory

EXPERIENCE

Dell Capstone Project - *Business Intelligence of the Future,* Austin, TX January 2023 - Present
- As part of Business Analytics Masters, create automated descriptions of business dashboards and spreadsheets
- Led 5 person team in employing both template-based and advanced NLP methods
- Scheduled and engaged in weekly meetings with Dell management regarding project goals and timelines

TECHNICAL PROJECTS

Deep Learning Project - *Weather Classification* February - March 2022
- With 4 person team created neural network classifier able to classify weather, further improving upon model by expanding training set via data transformations and utilizing pretrained embeddings, reaching 95% accuracy
- Collaborated on repo documenting changes, as well as 6 minute medium article with data visualizations

Advanced Machine Learning Project - *Fraudulent Jobs* November - December 2022
- Classified fraudulent jobs on a 17000 entry dataset using various machine learning algorithms
- Generated features as a part of natural language processing; recording word/typo count, as well as employing word embeddings in clusterings, ultimately allowing CatBoost algorithm to achieve F-1 score of 0.79
- Led a 6 person team, setting goals and meetings, culminating in medium post and 15 minute summary presentation

Structured Learning Project & Presentation - *Spotify Top 2000* August 2022
- Used Statistics/ML Tools to predict popularity of 2000 Spotify songs, summarizing results in 10 minute presentation
- Optimized Bayesian Additive Regression Trees algorithm with a 10% reduction in MSE via hyperparameter tuning

Directed Reading Program Research- *Various Topics* September 2020 - May 2021
- Combed through various graduate level math texts, culminating in two live scripted 15 minute talks among peers

Game Design Project - *Greg in Space* August - December 2020
- Directed three person team in a Scrum environment in designing and coding an original puzzle game in javascript
- Oversaw coding for project, parsing poor documentation and solving new problems to meet weekly sprint goals

ADDITIONAL INFORMATION

Club Memberships: Math club member Fall 2018 - Spring 2020, Tabletop Games Club member Fall 2018 - Spring 2020

Work Eligibility: Eligible to work in the United States with no restrictions