

Roozbeh Ehsani

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EDUCATION

University of Minnesota, Doctorate	<i>Jan 2022- Dec 2025(Expected)</i>
• Field: Developing Generative models, Stochastic Modeling GPA: 4 • Honors: Roger E.A. Arndt Fellowship, Graduate Fellowship, Frank and Julie Tsai Award	

University of Minnesota, Master	<i>Sep 2022- Dec 2024</i>
• Major: Computer Science and Engineering (CSCI) Department GPA: 3.96	

EXPERIENCE

Data Science Intern	Solventum (3M), Saint Paul, MN	May 2025 - Aug 2025
1. Material Reinvent (\$3B project):		
• Built an interactive Dash app to search for connectivity of company materials, visualize the material graph (Cytoscape); click nodes to display each material's test methods, enabled instant (2s) hierarchy navigation, analysis, and comparison.		
• Optimized test strategy using machine learning (ML) clustering methods to segment materials by similar test-value ranges; testing one representative per cluster, reducing the required number of tests and expenses by more than 80% .		
• Engineered an end-to-end API to automate the full workflow—from material search, graph generation, and statistical analysis (ETL)—containerized the API using Docker and deployed to AWS (ECR, ECS) for scalable and efficient execution.		
2. Text Mining:		
• Designed a dictionary-based schema to standardize unstructured Excel file formats, enabling machine readability (Copilot agent), and cut data parsing time from 10 min to seconds with higher accuracy.		
• Developed text-mining pipelines to extract and structure key information from unstructured clinical study datasets, delivering critical dataset to cross-functional teams to accelerate validation of reinvented materials and test devices.		
Graduate Research Scientist	University of Minnesota, Minneapolis, MN	Jan 2022 - Present
• Analyzed large raw dataset and used statistical method to detect underlying patterns and extracted key characteristics; provided clean and required dataset for downstream models (EDA, Data Wrangling) (Scholar1 , Scholar2).		
• Designed and implemented a computationally efficient stochastic–ML hybrid model to generate high-fidelity synthetic data, reproducing more than 80% of the first and second-order statistical moments (Monte-Carlo simulation) (Scholar).		
• Developed a computationally efficient stochastic framework for generating high-fidelity 2D synthetic fields, eliminating costly physical simulations and accurately reproducing the energy spectra and statistical behavior of complex systems (Scholar).		
• Developed a heuristic Bayesian-stochastic framework leveraging Mixture Density Networks (Deep Learning) to synthesize time-series dataset , reproducing high-resolution spectral energy distributions observed in experimental datasets (Git).		
• Collaborated with a multidisciplinary DOE-funded team to design a sediment-bypass system for hydropower dams; led slurry-flow experiments, cleaned noisy sensor data, and developed data-driven, physics-based models to inform pump design and improve sediment transport efficiency (OSTI.GOV).		

Data Science Projects

- **Online Retail:** Analyzed the Online Retail dataset by computing **Recency, Frequency, and Monetary (RFM)** metrics for each customer, performing EDA and visualizations, and segmenting customers into actionable groups (Champion, Loyal, Lost, etc.). Presented segment-level insights in **Tableau** to support data-driven marketing initiatives, including **Customer Lifetime Value (CLV)** modeling, churn analysis, recommendation systems, promotion design, and retention strategies ([Git](#)).
- Designed, conducted, and evaluated an **A/B test** for a sales-training program by calculating sample size through power and MDE analysis, estimating test duration, and performing confidence-interval evaluation; enabling the quantification of **KPI lift** and determining whether the training program delivered a statistically significant and cost-effective improvement ([Git](#)).
- **Advanced Machine Learning:** Developed a reinforcement learning–based controller to dynamically switch optimization strategies while training an **LSTM** model, demonstrating faster convergence and robust training performance on benchmark **NLP datasets** ([Git](#)).
- **Computer Vision:** Built a 3D environment reconstruction pipeline along with **semantic information (U-net)** to generate environment maps, supporting applications in navigation, simulation, and AR/VR systems ([Git](#)).
- **Recommendation Systems:** Implemented and compared multiple recommendation system models, with the item-based approach achieving the best performance (RMSE = 1.0) on the MovieLens-100K dataset ([Git](#)).
- **Database Management Systems (DBMS):** Implemented and benchmarked the performance of B-tree and Hash indices for range and exact-match queries, highlighting key considerations for **system design** and product performance optimization.

SKILLS

- **Analytical:** Generative Stochastic Models, Statistical Analysis, Data Mining, Machine/Deep Learning, DBMS, A/B Testing
- **Technical:** Python (scikit-learn, Pandas, PyTorch), SQL, EDA, ETL, AWS, Docker, Git, CI/CD, MLOps, UI, Power BI