# SIMON AYTES

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#### **EDUCATION**

Korea Advanced Institute of Science and Technology (KAIST)

Seoul, South Korea Class of 2026

M.S. in Artificial Intelligence.

Researcher at MLAI Lab. Advisor: Prof. Sung Ju Hwang.

Lehman College, City University of New York

New York, NY Class of 2022

Bachelor of Science in Computer Science

Cumulative GPA: 3.9/4.0; summa cum laude

## PROFESSIONAL EXPERIENCE

Penta Group

New York, NY

Data Scientist September 2021 – February 2024

· Developed an industry-first social listening tool targeting TikTok, utilizing AI-based machine transcription and topic-modeling algorithms to extract and track themes of conversation.

- · Created and deployed a web-based solution to deliver analytical tools developed in Python to analysts; implemented interactive dashboards and enabled seamless data exploration and analysis.
- Pioneered novel analysis and data mining techniques for various media streams, including both traditional news media and social media content.

Wall Street Journal New York, NY

Journo-Tech Fellow

August 2021 - December 2021

- · Designed a machine learning model to predict an article's unique page views based on its headline, achieving a correlation coefficient of 0.85 with actual views.
- · Utilized structured data from WSJ's databases to train the model and tested it on real-time data.
- · Wrote and optimized SQL queries to segment data from existing databases, optimizing the data pipeline and reducing query response time by 50%.

## NASA Langley Research Center

Hampton, VA

Mixed-Reality Research Intern

August 2019 - August 2021

- · Designed and developed an applied data science VR application using Unity3D and Unreal Engine.
- · Conducted stakeholder interviews to inform a user-centric development process.
- · Conceptualized and developed a Virtual Reality prototype for data visualization and analysis.

## **PUBLICATIONS**

Sarah M. Lehman, Newton H. Campbell, **Simon A. Aytes**, Mitchell Kirshner, and Anthony Arviola. "EnDEVR: An Environment for Data Engineering in Virtual Reality." IEEE, 2021.

#### **SKILLS**

Programming Languages Python, R, SQL, C#, C++, Git

Software Jupyter Notebooks, Excel, Google Workspace, RStudio
Packages Tensorflow, Scikit-Learn, Pandas, NLTK, Keras, Numpy
Spoken Languages English (Native); German (Proficient); Korean (Elementary)