Alice Yang

Irvine, CA | (805) 284-1412 | AliceYangWorks@gmail.com | linkedin.com/in/aliceyangwork

EDUCATION

University of California, Irvine   June 2023
Bachelor of Science in Mathematics, Concentration in Data Science
GPA: 3.9/4.0, Dean's Honor List

SKILLS & INTERESTS

Programming Languages: Python, R, SQL, MATLAB, Mathematica, LaTeX
Data Analytics Libraries: NumPy, Pandas, SciKit-Learn, TensorFlow, Keras
Data Visualization: Tableau, Altair, Seaborn, Plotly, Matplotlib
Website & App Design: Streamlit, Django, Flask
Software: GitHub, Jupyter Notebook, Microsoft Office Suite (Word, Excel, PowerPoint)
Core Competencies: Machine Learning, Predictive Analytics, Business Analytics, Statistical Analysis, Database Management, Algorithms & Data Structures, A/B Testing

RELEVANT EXPERIENCE

Machine Learning Scientist, Irvine, CA   September 2021 — Present
University of California, Irvine
- Developed a Video Game Rating System to help game companies make business decisions through interactive metrics.
- Pre-processed and analyzed 267K data points through NumPy and Pandas.
- Implemented machine learning algorithms by utilizing SciKit-Learn and Keras to suggest a rating score for a video game based on genre, platform, ESRB rating, estimated global sales, and self-rated score.
- Designed interactive charts to show historical data (sales, rankings, etc.) according to regions and year of release.
- Deployed the web application through Streamlit with multi-platform accessibility, added customized filters to improve user experience.

Data Analyst, Irvine, CA   September 2021 — December 2021
Spotify
- Built a Music Genre Detector to help Spotify classify genres without manual labeling.
- Prepared 45K data points through NumPy and Pandas.
- Constructed a K-Means clustering algorithm with Scikit-Learn to categorize songs into potential genres based on similar attributes such as Acousticness, Danceability, Loudness, Speechiness, and Tempo.
- Improved the existing genre labeling algorithm by reducing the processing time by 60% on average.

Business & Data Science Student Researcher, Irvine, CA   June 2020 — October 2020
Francis Academic Press
- Published a research paper titled "Trade Frictions between China and the United States and Discussions of Chinese Manufacturing Innovations".
- Used SQL to extract 186K data points of 2316 Chinese public manufacturing companies between 2008-2017.
- Used Tableau to visualize measures of the trade wars such as anti-dumping (AD) and technical barriers to trade (TBT).
- Applied vertical and cross-sectional analysis to summarize the general trend of Chinese manufacturing developments.
- Analyzed existing problems and proposed new solutions to create more technical innovations, aiming to promote positive competition in the global market.

Founder & President, China   September 2017 — April 2020
RunNow
- RunNow's mission was to promote mental and physical health for students and communities through charity running.
- Responsible for conceptualization, community outreach, and funding negotiation.
- Organized 3 events per week and generated over 300K step counts, equivalent to 100 dollars of donation funds weekly.
- Automated the pedometer data collection process and retrieved location information from online database using API.
- Built a real-time web application for members to track their running activities.