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Azmin Massoumi

EDUCATION

UC San Diego *09/2015 - 06/2019*

B.S Mathematics-Computer Science **Major GPA:** 3.48/4.0

Minor: Business

Relevant Courses: Data Mining, Data Analysis and Inference, Statistical Methods, Applied Artificial Intelligence

Data Science Professional Certificate – IBM *(Coursera)* *09/2019*

Courses: Data Science Methodology, Python for Data Science and AI, Databases and SQL for Data Science, Data Analysis with Python, Data Visualization, Machine Learning

Big Data Specialization – UC San Diego *(Coursera)* *Current*

WORK EXPERIENCE

Accenture, *Campaign Management System Intern* *07/2018 – 09/2018*

- Designed and implemented SQL queries to extract appropriate data from an IBM DB2 database to perform data analysis and create reports sent to business users.
- Wrote Shell scripts to automatically check for the presence and the number of exceptions encountered by applications running on an IBM WebSphere Application Server.
- Created an organizational mind map tool containing information for troubleshooting, deployment and upkeep of data on 37 servers and databases.

Mesiniaga Berhad, *Network Business Unit Intern* *07/2017 – 08/2017*

- As part of the Software Engineering team, built a program that parses output from the Kali Linux tool Nmap and creates a report in Microsoft Excel, utilizing the Openpyxl Python library.
- Developed a real-time data acquisition tool to track the signal strength and number of clients connected to a single wireless access point, allowing for more accurate network assessment and insightful data analysis.

PROJECTS

Machine Learning on Salammbo *(Python)*

- Implemented linear and logistic regression models, testing these models on datasets corresponding to letter counts in the French and English versions of the novel 'Salammbo'.
- Wrote a Perceptron program used as a learning rule for the logistic regression model, enabling classification through the regression.

Reversi AI *(Python)*

- Created a command-line implementation of the strategy board game Reversi with AI to enable gameplay between the user and the program.
- Implemented Mini-Max adversarial search with Alpha-Beta pruning as the Artificial Intelligence's method of determining its next move.

SKILLS

Programming Languages: Python, SQL, R, Java, C++, C, C#, Assembly, JavaScript, MATLAB

Tools: Git, Hadoop, NumPy, MatPlotLib, Pandas, Openpyxl, SKLearn, Spark, Jupyter Notebooks