

# Anthony Damore

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## EDUCATION

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**University of Southern California** Aug 2018 – May 2021  
B.S. Mathematics & Economics, Minors in Computer Science & Applied Analytics Total GPA: 3.65/4

**Relevant Coursework:** Mathematics of Machine Learning, Data Structures & Object Oriented Design, Discrete Methods in Computer Science, Probability Theory, Mathematical Statistics, Intro to Programming, Intro to Computer Science

**Boston College** Aug 2017 – May 2018  
Mathematics and Economics Major Total GPA: 3.68/4

## WORK EXPERIENCE

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**Instart** – Cloud App Security Solutions – Marketing Intern, *Palo Alto, CA* Jun 2019 – Aug 2019

- Assisted in the development of new website marketing with the goal of increasing traffic
- Improved website search ranking by altering HTML meta tags
- Oversaw and maintained marketing leads utilizing Salesforce to push leads to SDR team
- Developed marketing campaigns and analyzed data from previous marketing campaigns

**Target Corporation** – Service Advocate, *San Jose, CA* Jun 2019 – Aug 2019

- Assisted in front end services, overseeing in-store transactions and customer experience

## PERSONAL PROJECTS

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**Terminal-based C++ Search Engine** Mar 2020

- Created a terminal-based search engine in C++ capable of crawling, indexing, and searching local files
- Implemented functionality for executing logical operators on the sets of matches for search terms

**Sudoku Online Generator & Solver** – sudoku.anthonydamore.com Jan 2020

- Developed an online Sudoku puzzle generator and solver, using HTML, CSS and JavaScript
- Added features for custom difficulty games and auto-saving game progress to browser cookies

**Hip-Hop Lyric NLP Analysis** Aug 2019

- Utilized NLP to analyze inverse word frequency, revealing the most meaningful words in lyrics
- Graphically represented artist relationships through 27,000 pieces of metadata from over 2,000 songs

**NBA Game Predictive Model** Jul 2018

- Developed predictive model using metadata analysis to forecast outcomes of future NBA games
- Achieved a success rate of 66% across 100 test games

## LEADERSHIP & INVOLVEMENT

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**USC Data Science Club** Aug 2019 – Present

**Economics Association** Aug 2018 – Present

**USC Easterlin Fellows Program** Aug 2019 – Present

- Conduct research on the effects of the internet on various industries with guidance from faculty

## SKILLS & INTERESTS

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**Programming Languages** (most to least proficient): Python, C++, SQL, JavaScript, Java

**Interests:** Data Science, Game Theory, Machine Learning, Artificial Intelligence, Statistics, Blockchain