Aidan Matthew Andrucyk

Tast Brunswick, NJ | \$\(\mathbb{L}\) (848) 202-6795 | ■ aa1918@scarletmail.rutgers.edu | \$\mathbb{O}\) aidanandrucyk.github.io

EDUCATION

Honors College of Rutgers University—New Brunswick

Cumulative GPA: 4.0

B.S. in Computer Science; Minors in Statistics & Quantitative Economics

Graduating May 2023

Honors: Class Rank: 1, Merit Scholarship, 98th Percentile SAT, Arts & Sciences Dean's List, National AP Scholar **Relevant Coursework:** Data Structures, Linear Algebra, Computer Architecture, Discrete Math I, Statistical Analysis **Organizations:** Society for Asian Scientists & Engineers, HackRU/Hers, Rutgers Alternative Break Service Trip

PROFESSIONAL EXPERIENCE

Incoming IT Consultant • Rutgers Office of Information Technology

Starting October 2020

Data Science Fellow · Bluebonnet Data

June 2020 - Present

- Applied Keras and Scikit-learn machine learning capabilities to cluster, classify, and predict voter characteristics
- Presented analyses and Seaborn visualizations, reshaping campaign strategy and raising \$200 in donations
- Recognized as the data team lead based on demonstrated leadership in setting agendas, outlining Google Meet
 calls, developing code used as templates by others, and maintaining the cleanliness of the GitLab repository

Legal Intern • Law Offices of Terry J. Finkelstein, Esq.

March 2019 - August 2019

• Drafted and reviewed over 100 legal documents including inspection reports, wills, and contracts of sale

PERSONAL PROJECTS

Pokémon Personality Test · Web Application

August 2020

- Developed a form which tells users which pokémon they are most like based on a Myers-Briggs type indicator
- Paired Python back-end with Flask, saved responses with PostgreSQL, and manipulated data from the PokéAPI

House Sale Price Predictor & Analysis · Jupyter Notebook

July 2020

- Utilized a Keras neural network model to predict King County house sale prices with a 46k mean absolute error
- Visualized historical sales on interactive scatter maps and animated time series using Plotly and Mapbox API

Ant Colony Simulator • *Mobile Application*

June 2020 - July 2020

- Published an android game on the Google Play Store where users manage resources and defend their colony
- Added Firebase to monetize with AdMob and to analyze user experience with Google Analytics and Crashlytics
- Implemented language localizations, activities, dynamic XML layouts, game mechanics, and a Bootstrap website

Linear Regression Analysis Tool • Desktop Application

May 2020

- Estimates values using one-shot learning with least-squares approximation data fitting
- Designed the GUI using JavaFX as well as CSS for styling and Gluon's SceneBuilder for handling FXML
- Developed functionality for additional linear algebra operations and generating summary statistics for a data set

LEADERSHIP EXPERIENCE

Assistant Director • Institute for Domestic & International Affairs

September 2019 - Present

• Planned and ran a model UN conference with 400+ high school students by directing an economic committee, developing crises arcs, collaborating across teams, arranging deliverables, and researching geopolitical affairs

TECHNICAL SKILLS

Languages: (Proficient:) Java, C, Python, (Prior Experience:) HTML, CSS, x86 Assembly, SQL **Libraries/Frameworks**: Pandas, Seaborn, Plotly, Scikit-learn, Keras, JavaFX, Flask, Bootstrap **Tools**: Jupyter Notebook, Git, Linux Shell, Vim, Android Studio, Eclipse, Visual Studio Code

Certifications: Udemy Python for Data Science and Machine Learning, NJ Seal of Biliteracy in French & English