# **Aidan Matthew Andrucyk**

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## **EDUCATION**

## Honors College of Rutgers University—New Brunswick

**Cumulative GPA: 4.0** 

B.S. in Computer Science with Minors in Statistics and Quantitative Economics

Graduating May 2023

Honors: Class Rank: 1, Merit Scholarship, Honors College (Top 5% of Class), 98th Percentile SAT, Dean's List

Coursework: Data Structures & Algorithms, Linear Algebra, Computer Architecture, Discrete Structures I (Fall 2020)

#### PROFESSIONAL EXPERIENCE

**Incoming Research Assistant** • Behavioral Informatics Laboratory

Starting September 2020

• Auditing and correcting algorithmic bias in machine learning models under Professor Vivek K. Singh

## **Data Science Fellow** • Bluebonnet Data

June 2020 - Present

- Applied Keras and Scikit-learn machine learning capabilities to predict voter affiliation with 81% accuracy, cluster voters for focus groups, and forecasting voters' likelihood to support a party and turnout for the election
- Reshaped campaign strategy by presenting visual analyses with Seaborn and deploying ads with A/B testing
- Led the data fellow team by setting agendas, guiding team calls, and developing code used as a template

**Legal Intern** • Law Office of Terry J. Finkelstein, Esq.

March 2019 – August 2019

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

## **PERSONAL PROJECTS**

**Pokémon Personality Test** • Web Application

August 2020

- Developed a form that fetches data from the Poké API, telling users which pokémon they are most similar to
- Employed Flask to pair the Python backend and a PostgreSQL database to store and access responses

## 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 Mapbox API and Plotly

## **Ant Colony Simulator** • *Mobile Application*

June 2020 – July 2020

- Published an android game on the Google Play Store with 100+ downloads where users manage an ant colony
- Added Firebase to monetize with AdMob and to analyze user experience with Google Analytics and Crashlytics
- Implemented language localizations, dynamic XML layouts, game mechanics, and a Bootstrap website

## **Linear Regression Analysis Tool** • Desktop Application

May 2020

- Utilized one-shot learning with least-squares approximation data fitting to predict a set of values
- Designed the GUI using JavaFX as well as CSS for styling and Gluon's SceneBuilder for handling FXML

## 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 collaborating with the logistics and crisis simulation teams to develop 3+ hour crises arcs, direct a 40+ person committee, and arrange deliverables

#### **SKILLS & INTERESTS**

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 Data Science and Machine Learning Python, Seal of Biliteracy: English & French

Interests: Photography (Instagram: @aandrucyk.va), Life Tracking Spreadsheets, Distance Running