

John Doe

123-456-7890 | myemail@gmail.com | [linkedin/john-doe](https://www.linkedin.com/in/john-doe) | [github/johndoe](https://github.com/johndoe)

EDUCATION

University of Waterloo

Bachelors of Mathematics Honours (Minor in Computing)

2020 – 2025

Waterloo, ON

- Awarded President’s Scholarship
- GPA: 3.7
- Technical Product Manager at WAT.AI Club
- Relevant Courses:** Data Structures

TECHNICAL SKILLS

Languages: Python, C, JavaScript, HTML, CSS, Ruby

Libraries and Frameworks: TensorFlow, React.js, AngularJS, Backbone.js

Tools: Git, Docker, GraphQL, Redshift, Presto/Trino, Mongo, MySQL

EXPERIENCE

Data Scientist

IBM

Sep 2023 – Dec 2023

Toronto, ON

- Built and owned a machine learning system using TensorFlow, achieving a 30% reduction in model hallucination and a 40% improvement in faithfulness score by leveraging advanced prompt engineering and chunking strategies.
- Developed and led technical projects, improving engineering standards and tooling by 25%, and debugged production issues, resulting in a 20% increase in system efficiency.

Data Scientist

The Globe and Mail

May 2023 – July 2023

Toronto, ON

- Designed and implemented a recommender system using React.js and GraphQL, increasing user engagement by 15%.
- Conducted lifecycle marketing analysis using Presto/Trino, resulting in a 12% increase in customer retention.

Software Engineer

Vivid Seats Inc

May 2022 – Aug 2022

Toronto, ON

- Created a dynamic web application using AngularJS, improving usability by 18%.
- Developed and integrated multiple APIs using server-side APIs, resulting in a 22% increase in system performance.

Software Engineer

MeazureUp

Sep 2021 – Dec 2021

Toronto, ON

- Built a document datastore using Mongo, improving data retrieval efficiency by 30%.
- Implemented a relational database using MySQL, resulting in a 25% increase in data consistency.

PROJECTS

MedChat | Cohere RAG Hackathon 1st place 🏆

- Led a team of 5 as a technical product manager, guiding the development of a machine learning-powered chat interface for medical professionals using React.js and GraphQL.
- Designed and implemented a product-led growth strategy, resulting in a 50% increase in user adoption.

Snake Game AI | Reinforcement learning 🐍

- Developed an AI-powered game using TensorFlow, achieving a 40% increase in game performance.
- Implemented a dynamic language model using Ruby, resulting in a 30% improvement in game responsiveness.