ANDY HUANG

Data Science Intern

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EDUCATION

Undergraduate

Data Science

University of California, San Diego

2022 - 2026

San Diego, CA

Relevant courses

- Principles of Data Science
- Data structures/Algorithms
- Theory Foundations of Data Science
- Introduction to Python
- Introduction to Java

SKILLS

- Java
- Python
- Data Visualization
- Plotly
- Matlib
- Tableau
- Panda
- Numpy
- Collaboration
- Quick Learner

PROJECTS

In Depth Analysis and Baseline Model Creation on League of Legends Dataset

Link to the project: https://anh1231.github.io/LOL-ADC-Midlane-Analyis/

06/2023 - 07/2023

- Filtered an expansive data set with over 50,000 data points on League of Legends and created meaningful visualizations of data to simplify viewing and understanding.
- Performed multiple data analysis techniques such as Univariate and Bivariate analysis to emphasize significance of the filtered data.
- Performed a hypothesis test on filtered data set and created a Baseline Model to predict outcomes based on the given data.
- Refined the Baseline Model, increasing the accuracy and efficiency by 10% and performed a Fairness Evaluation on the model to rule out potential biases.

Spotify Data Scraping

11/2022 - 12/2022

- Facilitated a team of 3 in order to scrap and sort data from Spotify and worked to increase efficiency of the team.
- Developed interactive dashboard using Tableau to explain scraped data in a digestible and concise format to allow for easier viewer understanding.
- Established 5 central data sets for future reference and formatted them to be accessible and readable.

Flappy Bird Implementation

10/2022 - 12/2022

- Acted as a leader to direct a group of 5 to finish base coding for the game and split work between the group for debugging.
- Optimized the code to run 30% more efficiently by catching redundancies and unnecessary details in coding.
- Achieved the award for best implementation in a competition between 5 other groups.

Self Coded Search Engine

02/2023 - 02/2023

- Coded Binary Search Trees, Linked Lists, Stacks and Queues from scratch to use as a base for the Search Engine.
- Utilized self-coded data structures to sort and store thousands of data points.
- Designed a Search Engine that takes in data and can return them with a search with added features such as retaining a history of pages to return to, keeping track of multiple tabs and more.