**Andrew J. Zhou**

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<https://github.com/azhou5211>

**EDUCATION**

**UNIVERSITY OF WASHINGTON |** Seattle, WA *Anticipated graduation March 2022*

***Master of Science in Data Science*** | GPA: 3.97

***Honors/Awards:*** Winner of Best Prediction Model for UW Data Science Hackathon 2020

***Relevant Coursework****:* Statistics and Probability, Data Visualization, Machine Learning for Big Data, Software Design

**RUTGERS UNIVERSITY** | New Brunswick, NJ May 2019

***Bachelor of Science in Computer Science*** | GPA: 3.79

***Bachelor of Arts in Statistics*** | GPA: 3.62

***Honors/Awards:*** Dean’s List, Computer Science Departmental High Honors, Statistics Departmental Honors

***Relevant Coursework****:* Information and Data Management, Computing and Graphics in Statistics, Artificial Intelligence

**TECHNICAL SKILLS**

**Coding Languages:** Python, Java, C, R, SQL, HTML, SAS, JSP

**Coding Packages:** TensorFlow, NumPy, Matplotlib, Pandas

**Operating Systems:** Windows, Linux, Mac OS

**Other Tools:**  Tableau, Microsoft Office, Adobe Photoshop, Adobe InDesign

**Languages:** Native English, Chinese

**WORK EXPERIENCE**

**The Clorox Company, Data Science Intern** | Pleasanton, California June 2021 – August 2021

* Developed end-to-end Multi-Touch Attribution Model to attribute credit to marketing campaigns for a customer purchase
* Designed modules to query data, clean the data, model the data, and generate a visualization for the user
* Saved marketing spend on underperforming marketing campaigns while maintaining optimal customer purchase
* Designed and developed a trend anomaly diagnostics system which assists in understanding how and why an anomaly occurred
* Enabled users to interpret and take action when facing a detected trend anomaly alert

**Inner Mongolia Sunnergy Co., Data Science Intern** | Hohhot, China May 2018 – August 2018

* Collaborated with factory engineers to design an experiment to collect data about factory machines and output
* Generated regression models with data; analyzed and evaluated the models for accuracy
* Discovered which machine factors impact output the most, and how to modify those machine factors
* Achieved 4% faster machine output by modifying impactful machine factors

**PROJECTS**

**Recipeat** (Python, Jinja, PostgreSQL, Firebase, HTML) Winter 2021

Developed a website for users to search recipes with given ingredients and nutritional constraints

* Oversaw the project as Team Co-Leader and delegated assignments to group of 5 team members
* Designed HTML forms for users to register accounts, search for recipes, and compare recipes
* Integrated the User Interface with flask to communicate with back-end python modules
* Wrote back-end python modules that connected to the PostgreSQL database to insert, search, update, and delete data
* Implemented unit tests for back-end modules and integrated Travis CI with GitHub to ensure pushed code is reliable
* Achieved an end-to-end website for users to find recipes and compare recipes with given ingredients and nutritional constraints

**COVID-19 and Government Policies** (Python, SAS JMP) Summer 2020

Find which government policies were the most effective at slowing down Covid-19 cases

* Searched and scraped data online regarding covid-19 cases and government policies implemented in the United States
* Cleaned the data into a usable format for machine learning algorithms by using Pandas package from Python
* Analyzed government policies from generated auto-regression time series and SAS JMP graphic visualizations and removed non-impactful government policies from the regression
* Discovered the most impactful government policies were masks mandates and gathering restrictions of any size

**Digit and Facial Classification** (Python) Fall 2018

Implemented Naïve Bayes, Perceptron, and MIRA algorithms to identify values of handwritten digits and to detect faces in photos

* Split the data set into three categories: training set, validation set, and test set
* Developed code to train all three algorithms on the training data set
* Analyzed the three algorithms predicting abilities on testing set; discovered Naïve Bayes worked best with an 88% prediction rate

**Android Chess App** (Java) Spring 2019

Created an Android App to play chess with another human player or a bot

* Designed graphical user interface using Android Studio
* Developed code to play Chess through console output
* Integrated the Android graphical user interface to be compatible with Chess code
* Enhanced App by adding extra functionality such as playing against AI, saving games, and recording previously played games

**Online Hotel Reservation System** (Java, JSP, MySQL, HTML) Fall 2017

Developed a website for users to book an available hotel room

* Oversaw the project as Team Leader and delegated assignments to group of 5 team members
* Managed the MySQL database server and ran queries, updates, and deletes
* Designed HTML forms for users to register accounts, search for rooms, and book rooms
* Integrated the HTML forms to be compatible with MySQL database to search, insert, delete, and update data