

Cameron Malloy

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Education

University of California, Berkeley

Expected Graduation: May 2020

B.A – Applied Mathematics, Focus in Statistics

B.A – Data Science, Focus in Business Analytics

GPA: 3.58

Relevant Coursework: Principles and Techniques of Data Science Probability Theory for Data Science
Data Structures, Discrete Mathematics, Multivariable Calculus, Linear Algebra

Skills

Languages

Python, R, SQL, JavaScript, ReactJS

Algorithms

Linear Regression, Logistic Regression, Random Forest, Lasso/Ridge Regularization, KNN

Technical

A/B and Permutation Testing, Bootstrap, Markov Chains

Experience

Google (Contract) – Data Science Engineer

June – Dec 2018

- Led the formation of propensity to buy and expand models for a subsidiary company, Apigee
 - Implemented predictive models that determined whether a potential buyer will buy a product and existing buyer would upgrade
 - Propensity to buy model is granular enough to be sales stage specific
 - *Results over a 5-month period found ~85% and ~70% accuracy for propensity to buy and expand models respectively*
- Worked with marketing and sales teams to determine the best ways to allocate limited sales resources the company had

San Francisco State University – Research Intern

May – August 2017

- Led a team of three to develop three robust models that predicted a user's hand gesture in real time
- Performed simulated and real-user tests and deployed models to a fully developed Android application
- *Best Diverse Paper Award (ASEE Zone IV)*

Personal Projects

Spotify Recommendation System

- Used Euclidean distance, KNN methodology, and Spotify's API to extract similar sounding songs

Where Should I Eat? Juxtaposing Restaurants in Berkeley

- Analyzed the differences in price of Berkeley restaurants through Yelp's API and Permutation Testing
- Measured, mapped, and compared popularity of each restaurant with price and distance from university

Teaching

CS 61A – Teaching Assistant

Summer 2018, Spring 2019

- Increased click through rate of course website by ~15%
- Designed multiplayer cloud-based web application version of a single player card game students build in lab section

Data 8 – Lab Assistant

Summer 2018