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CHRISTOPHER DENO

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SUMMARY

Data scientist with 1.5+ YoE in big data analytics, machine learning, and database engineering. Unique background in art market confers better data-driven storytelling and strong understanding of data impact within business environments. Avid self-learner and serial project-builder who strives to constantly grow, empower others, and add value back to the world.

EDUCATION

Foothill College Los Altos Hills, CA

Associates of Science, Double Major in Mathematics and Computer Science

Present

• Course Topics: Cloud Computing, Statistics/Probability, Linear Algebra, Multivariate Calculus, OOP Programming

University of Pennsylvania, School of Engineering and Applied Sciences, College of Arts and Sciences

Philadelphia, PA

Certificate in Data Analytics and Visualization

March 2022

Bachelor of Arts, Double Major in Philosophy and Art History

May 2021

- Honors: John C. Parker Fellowship, 2016 (\$500 for statistical research in game theory)
- Course Topics: Machine Learning, Big Data Analytics, Database Management, Fullstack Development, Formal Logic

SELECTED PROJECTS (More on GitHub)

Full-Stack Machine Learning Dashboard: Mushroom Edibility Predictor

March 2022

Python (SKLearn, Flask, Matplotlib), HTML/CSS/JS

github.com/cdenq/mushroom-edibility-predictor-web-app

- Full-stack web app that utilizes mushroom data to predict edibility of mushrooms with user inputted features
- Trained 7 ML models on 60k+ data points to predict its edibility to within 80-99% accuracy, created 8 EDA graphs
- Created 1 front-end webapp (3 pages); presented findings and creation process to 3 Penn faculty/staff and 20+ students

Full-Stack Interactive Web Dashboard: Market Metrics on Video Game Industry

January 2022

Python (Flask), MongoDB, HTML/CSS/JavaScript

github.com/cdenq/video-game-performance-scraper-and-web-dashboard

- Full-stack web app that scraped market metrics on the video game industry and visualized on dashboard
- Analyzed 10k data points, maintained 5 MongoDB collections, created 19 visualizations
- Created 1 web app, 2 webpages, 1 report and 13 slides; presented findings to 3 Penn faculty/staff and 20+ students

RELEVANT EXPERIENCE

California State University: Northridge, College of Engineering and Computer Science

Northridge, CA

Machine Learning Research Assistant

November 2021 – Present

- Researching graduate-level machine learning material, creating 4+ class slide decks, 10+ Python examples to demonstrate ML concepts, assisting in general class material preparation, proofreading, documentation for Professor Wen-chin Hsu
- Succeeding in applying abstract ML and statistical material to Python code and slide decks for graduate-level course

Christie's Auctions & Private Sales

New York, NY

Summer Intern

June 2020 – August 2020

- Attended over 3+ onsite auctions and hilling meetings; helped client communication
- Contributed to 6+ condition reports, appraisals, and clients' collection package documentations
- Succeeded in helping Christie's adjust to accelerated digital marketplace and understand its market role amidst pandemic

Oasis Commissary (Non-Profit), University of Pennsylvania

Philadelphia, PA

Founder and Executive Business Operations Manager

September 2016 – March 2020

- Wrote proposal to turn unused dormitory space into non-profit commissary, obtained vendor license from Philadelphia city
- Managed 21 staff and 2 junior managers, \$2000 bi-monthly budget, 6 marketing campaigns, 2 training programs
- Succeeded in serving local college dorm for 3 years: \$1300 gross (returned to Penn), 22k purchases, 180 unique clients

SKILLS AND FRAMEWORKS

• Languages: Python, Java, R, SQL (PostgreSQL), NoSQL (MongoDB), HTML/CSS/JS

• Libraries/Frameworks: SKLearn, Keras, TensorFlow, PyTorch, Pandas, Numpy, Matplotlib, Seaborn

• Cloud Tools: AWS (Sagemaker, S3, RDB), Hadoop/Spark, Docker, GCP Cloud Run, Google Collab, Git

• Visualization Tools: Tableau, Excel/VBA, Google Sheets/Google Apps Script

• Miscellaneous: Agile (Scrum), APIs, web scraping

HOBBIES