CHI-RAY YI

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EDUCATION

University of California, Irvine — GPA: 3.62 / 4.00   Irvine, CA (August 2016 - May 2020)
- Major: B.S., Data Science — Minor: Management
- Honors: Dean's Honours List

SKILLS

Programming	Python, C/C++, HTML/CSS/JS, R, Assembly LaTeX
Languages	Fluent in English and Mandarin; Conversational Proficiency in Spanish
Applications	Tableau, Google docs/slides/sheets, Microsoft Office, Git, Linux/MacOS/Windows

WORK EXPERIENCE

Taiwan MediaTek

Intern   Hsiuchu, Taiwan (June 2017 - August 2017)
- Created interactive data visualizing web applications to inform the public of city-wide issues and events
- Scraped and parsed data from online sources using Python to showcase Taiwans major issues such as inferior technology

Undergraduate Data Science Association

Resource Acquisition   Irvine,CA (February 2017 Present)
- Manage funding for tech workshops and quarterly outings
- Reach out to leading tech companies and invite representatives to educate the club of popular data tools

COMPETITIONS AND PERSONAL PROJECTS

Rotman International Trading Competition   (Feburary 2013)
- Developed quantitative strategies and applied them during the competition against undergraduate and graduate students from schools around the world
- Implemented Excel VBA macros to facilitate trading and to datamine the simulated cases for research
- Wrote a bot for the Algo Case in VBA using their RIT client API that optimizes asset liquidation and profit from arbitrage

CRC Robotics Competition   (Feburary 2012)
- Programmed the robot to facilitate driver control using RobotC (C++)
- Programmed the automated robot to compete in the Programming Competition winning 1st place

Intrade   (December 2012)
- Wrote an algorithm in Python to trade DOW contracts using Black-Scholes binary option pricing.
- Automated trades using the Intrade API which required the use of XML processing using ETree libraries
- Data mined live feed from various websites for live Index Pricing and Volatility by parsing HTML

Pygame   (May 2013 - Present)
- Wrote a 2D action shooting game using pygame module
- Acquired code organization skills by modularizing my programs and defining approprite classes
- Learned the subtleties and details that creates a good user interface with pleasing aesthetics

Facebook Hacker Cup, Google AI Challenge   (2010–Present)
- Developed problem solving skills and learned different algorithms through competitions