

# Julius Fan

juliusfan98@gmail.com

949-325-4087 | concealedtea.github.io | Irvine, CA

## SKILLS

---

- **Programming Languages:** Python, Java, C#, Javascript
- **Front-End / Back-End:** HTML, CSS, SQL, Flask, React
- **Version Control/Tools:** Git, Numpy, SkLearn, Pandas, Tensorflow, Excel, Docker, Redshift, Jupyter, Kubernetes

## WORK EXPERIENCE

---

**Spigot Inc.** Fort Myers, FL  
*Software Engineer Intern* June 2019 - September 2019

- Increased quarterly revenue by 14% through creating a custom dashboard to display future customer prospect predictions.
- Improved User Profiling by utilizing K-means clustering and market segmentation to divide consumers into more manageable buckets.
- Constructed data processing pipeline using C# and SQL to provide information to the marketing department.
- Built a front-end to facilitate making complex search queries by other team members.

**Spigot Inc.** Fort Myers, FL  
*Business Intelligence Intern* June 2018 - September 2018

- Improved Customer Lifetime Value by 8% utilizing a live quadrant modeling system to better model when and why customers would click.
- Shifted Advertiser Budget Allocations to reduce unnecessary expenditures by developing Python scripts to monitor AWS Redshift databases.
- Spearheaded multi-stage customer acquisition plans to allow for better retention rate using data analytics in order to drive action in purchasing customers that were more active earlier on.

**Genimous Technologies** Shanghai, China  
*Machine Learning Intern* June 2017 - September 2017

- Filtered 92% of fraudulent clicks for clients by utilizing Python clustering methods to group bot accounts.
- Drastically improved ad revenue by implementing FTRL algorithm to adjust click weighting of consumers.
- Decreased quarterly spending by over 15% by implementing server-side fraudulent activity checks.

## EDUCATION

---

**University of California - Santa Cruz** Santa Cruz, CA  
*B.S in Computer Science* September 2016 - June 2020

*Minor in Statistics*

- **Relevant Coursework:** Software Engineering, Data Structures, Database Systems I/II, Operating Systems, Discrete Mathematics, Statistical Inference, Distributed Systems, Algorithm Analysis, Machine Learning

## PROJECT EXPERIENCE

---

### WinRate

- A project designed to track win rate across games of card games.
- Heavily documented during the entire development process, including domain models, UML class diagrams, state charts, sequence diagrams, and an overall design document.
- Worked in a team of 4, completed 2 live releases, meeting all requirements for a Minimum Viable Product as well as 3 future expansion features.

Tools Used: C#, Java, Python, Android Studio, MTG APIs, Scrum, Agile, Git, Maven

### P.AI.NT

- Machine Learning Style Transfer Project to copy art styles across media.
- Combined traditional image stylization with Logarithmic Loss functions to attain higher cohesiveness.

Tools Used: Python, Tensorflow, Numpy, SkLearn

### GrubClub

- Hackathon Project built on iOS that allowed users to connect with friends and get a recommendation for local restaurants.