




Julius Fan

Data Scientist / Software Engineer


I am currently a student at the University of California - Santa Cruz studying in Computer Science and Applied Math and Statistics. I expect to graduate with B.S. in Computer Science and a Minor in Statistics in June of 2020. My main goal is to obtain a professional position in the tech industry utilizing my relevant experience, technical expertise, and problem solving skills

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EDUCATION


Computer Science, Applied Math and Statistics University of California, Santa Cruz

09/2016 – Present

GPA: 3.5

PROFESSIONAL EXPERIENCE

Software Developer Intern

Spigot Inc. 

06/2019 – 09/2019


Advertising Technology and Marketing Company

Fort Myers, FL

Achievements/Tasks

- Developed and implemented analytic solutions for customer targeting optimization
- Incorporated statistical and machine learning models for customer segmentation and user profiling
- Constructed data processing pipeline for advertiser data fluidity

Business Intelligence Intern

Spigot Inc. 

06/2018 – 09/2018

Advertising Technology and Marketing Company

Fort Myers, FL

Achievements/Tasks

- Led efforts to build better advertiser retention, issue rate, and lifetime value models
- Developed Python scripts to monitor Redshift databases to shift advertiser budget allocations
- Communicated with team members to set up customer acquisition multi stage plan

Machine Learning Intern

Genimous Technology 

06/2017 – 09/2017

Mobile Internet Aggregation Company

Shanghai, China

Achievements/Tasks

- Developed software to detect fraudulent clicks for clients
- Researched FTRL and Logarithmic Regression algorithms to develop click weighting technology
- Worked with team to better analytics and customer profiling

SKILLS

Coding: Python, SQL, MSSQL, Java, C#

Frameworks and Tools: AWS Redshift, Excel, Git, Numpy, Pandas

Data Visualization

Data Cleaning

Data Manipulation

PERSONAL PROJECTS

P.AI.NT (09/2018 – 12/2018)

- Used Logarithmic Loss functions to improve image style copying between paintings and images.

GrubClub (09/2018 – 09/2018)

- IOS Application that allows for users to connect with other users using Yelp, Google Maps, and Facebook APIs.
- Designed to recommend the best restaurant to a group of friends with similar interests.
- Won Best In Show as well as Best Unique Algorithm at Hack Merced 2018

ClusterFraud (08/2017 – 08/2018)

- Used K-Means Clustering Algorithm to detect fraudulent users
- Implemented using Python

ORGANIZATIONS

Web and Mobile Application Development Club (11/2016 – 08/2018)

President

Slug Gaming (09/2016 – Present)

Officer / Organizer

LANGUAGES

English

Native or Bilingual Proficiency

Chinese

Native or Bilingual Proficiency

INTERESTS

Brain Computer Interfaces

Tennis

Game Theory

Machine Learning

Gaming

Music