

Julius Fan

Data Scientist / Developer / 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 interests include Brain Interfacing Technology, Game Theory, and using computers to better our everyday lives.

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🌐 concealedtea.github.io

🐙 github.com/concealedtea

EDUCATION

Computer Science, Applied Math and Statistics

University of California, Santa Cruz

09/2016 – 12/2019

Major GPA: 3.5

WORK EXPERIENCE

Software Developer / BI Intern

Spigot Inc. [🔗](#)

06/2019 – 09/2019

Fort Myers, FL

Advertising Technology and Marketing Company

Achievements/Tasks

- Identified, developed, and implemented analytic solutions to optimize customer targeting and database efficiency.
- Incorporated statistical and machine learning models for the purposes of customer segmentation and user profiling.
- Built AWS Lambda functions to process S3 data fields into end-to-end data processing pipeline written as a Python processor.

ML / BI Intern @ Spigot Inc.

Spigot Inc. [🔗](#)

06/2018 – 09/2018

Fort Myers, FL

Advertising Technology and Marketing Company

Achievements/Tasks

- Led efforts to build better advertiser retention, issue rate, and lifetime value models
- Developed advertising monitoring Redshift/MSSQL databases to shift advertiser percentages 24/7
- Primary projects focused on revenue optimization, customer acquisition, and data visualization

ML Intern @ Genimous Technology

Genimous Technology [🔗](#)

06/2017 – 09/2017

Shanghai, China

Mobile Internet Aggregation Company

Achievements/Tasks

- Developed software to detect fraudulent clicks for clients
- Researched Google's FTRL and Logarithmic Regression algorithms to develop click weighting technology
- Primary projects focused on ad fraud detection, analytics improvement, and customer profiling

SKILLS

Proficient in: Python, Redshift, Excel, SQL/MSSQL

Experienced with: C#, Java, AWS S3, SK-Learn

Statistical Modeling

Great Teamwork

Good Communicator

PERSONAL PROJECTS

P.AI.NT (09/2018 – 12/2018)

- Using a logarithmic loss function based off FTRL to better improve image stylization transfers between paintings and images. Based on the fast-transfer research of Ulyanov and Gatys.

GrubClub (09/2018 – 09/2018)

- Hackathon IOS Application that allows for users to connect with other users using Yelp, Google Maps, and Facebook APIs in order to recommend a restaurant in the area that everyone likes. Won Best In Show as well as Best Unique Algorithm at Hack Merced 2018

ClusterFraud (08/2017 – 08/2018)

- Using K-Means Clustering Algorithm with adjusted step size to identify false users and bots from browsing behavior and frequency

ORGANIZATIONS

Web and Mobile Application Development Club

(11/2016 – 08/2018)

President

Slug Gaming (09/2016 – 12/2019)

Officer / Organizer

LANGUAGES

English

Native or Bilingual Proficiency

Chinese

Native or Bilingual Proficiency

INTERESTS

Brain Computer Interfaces

Tennis

Game Theory

Machine Learning

Gaming

Music