

# Dillon Davis

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## EDUCATION

### UNIVERSITY OF ILLINOIS URBANA-CHAMPAIGN

**BS-MCS IN COMPUTER SCIENCE**  
Aug 2015 - May 2019 | U-C, IL  
Conc. in Big Data and Intelligence  
College of Engineering  
Dean's List  
James Scholar  
Cum. GPA: 3.86 / 4.0

### BARRINGTON HIGH SCHOOL

Grad. May 2015 | Barrington, IL

## LINKS

Github: [dillondavis](#)  
LinkedIn: [dillon-davis](#)

## COURSEWORK

### FUNDAMENTALS

Introduction to Computer Science  
Discrete Structures  
Data Structures  
Systems Programming  
Applied Linear Algebra  
Numerical Methods  
Algorithms and Models of Computation

### ADVANCED

Database Systems  
Introduction to Data Mining  
Advanced Data Science  
Applied Machine Learning  
Artificial Intelligence (FA17)

## SKILLS

### PROGRAMMING

Over 5000 lines:

Java • Python

Over 1000 lines:

C • C++

Familiar:

Javascript • MySQL • iOS • Clojure •  
HTML/CSS

### DEVOPS/TECH

UNIX/Bash • Git • SVN • AWS S3,  
Elastic MapReduce, Elastic Beanstalk,  
and Route53 • Jupyter Notebook •  
Numpy/Pandas • Tensorflow • Flask •  
Cascading • MongoDB • Postgres •  
Redis • MariaDB • Hadoop

## EXPERIENCE

### UBER SOFTWARE ENGINEER INTERN | MAPS DATA

May 2017 - Aug 2017 | Palo Alto, CA

- Designed and implemented a Named Entity Recognition system for address parsing using big data and structured machine learning techniques.
- Built a data pipeline using Java's Cascading framework on AWS ElasticMapReduce to extract necessary data and build massive, robust training datasets for my models with custom features
- Built Conditional Random Field models using CRFSuite with custom feature engineering to achieve full address accuracies of 93-96% on heldout data for the US, Mexico and Canada.
- Built a custom experimental Tensorflow deep learning model based on a Carnegie Mellon paper achieving 98.3-99.1% full address accuracy for US, Mexico, and Canada heldout data

### CLIQ SOFTWARE DEVELOPER INTERN | FULL STACK

May 2016 - Aug 2016 | Chicago, IL

- Worked on new features under the CTO using Flask, Mongo, and Redis such as intelligently suggesting friends to invite to Cliq and user analytics tools.
- Developed an experimental web app for the Cliq mobile app that aggregated top events for users' areas and later ported it to Swift/iOS.
- Participated in a 6 man, Google Ventures style sprint where we created, prototyped, and tested a new feature to incorporate our events with our core group-to-group meetup platform

## PROJECTS

### WIKIPEDIA VANDALISM DETECTION

- Research project to detect fraudulent or vandalistic revisions on Wikipedia
- Helped clean data set for more effective and focused classification
- Built a Logistic Regression model with 90% accuracy and helped train and improve a Random Forest to achieve 95% accuracy and 98 recall.

### PICO CLASSIFICATION LIBRARY

- Implementation of some fundamental classification algorithms
- Built Decision Trees and Random Forests in Python
- Built Naïve Bayes and a basic Neural Network in Clojure

### VIRTUAL VOYAGER

- Web Application that creates a trip for users based off any query such as 'tropical' or 'rock climbing'
- Recommends trips based on previous trips liked by user
- Built using Flask, MariaDB(MySQL) and HTML/CSS/JS with classmates with Wikipedia data, Google Maps, and Viator Viator

### PIGGY BANK

- Built an augmented reality game to set and reinforce good habits by placing custom tokens at the gym or class to check in every day. If a weekly goal isn't met, a set amount is donated to a charity of your choice.
- Built backend with teammate using Node.js, Express.js, and Mongoose.js assisted building web frontend.
- Placed Top 10 at Boilermake 2017