Da Gong

858-729-3765 | dagong@ucsd.edu | linkedin.com/in/dagong/ | dagong3706.github.io/

Education

University of California San Diego

San Diego, CA

Bachelor of Science in Data Science

Sep. 2017 - April. 2021(expected)

• Major GPA: 3.945/4.0

• Courses Taken:

• COGS189: Brain Computer Interfaces A | CSE151: Machine Learning A

• CSE152: Computer Vision A- MGT119: Data Analytics for Event Management A+

Projects

Reconstruct Gender-Neutral Superheroes | <u>Demo</u>

April 2020 - June 2020

Tools: PyTorch, Beautiful Soup, TensorFlow

- Lead the project whose goal is to reconstruct gender-neutral superheroes images in Frida Kahlo's Narrative using Deep Convolutional Generative Adversarial Network(DCGAN) with PyTorch.
- Scrape image and clean dataset. Firstly employ DCGAN to train on the dataset and generate new superheroes based on superheroes image. Then transfer generated results to combine with the style of artists.
- Generate results are gender neutral which shows the potential of future superheroes world with no gender discrimination.

Analyze the Emotional Content of Pablo Picasso and Henri Matisse | <u>Demo</u>

March 2020 – May 2020

Tools: OpenCV, Bokeh

- Using Root mean square (RMS) contrast and Average Entropy for Feature Extraction and Identification the Artworks of Pablo Picasso and Henri Matisse. Analyze the emotional content each artist's style showed.
- Scrape two datasets from Pablo Picasso Painting Website and Henry Matisse Painting Website. Then calculate the RMS Contrast and Average Entropy features which are two standards criteria to analyze the emotional content of each artist. To combine these two criteria, we define a novel charge value and use it to analyze the emotional content of each art. Classify two artists using erotic charge value and visualized results through Bokeh.
- Analyze the similarities and differences between different painting style base on erotic charge value. Then find the fact that they got art influence each other in their art style.

Web Page Design: Data Analysis of Esports Market | Demo

April 2020 – June 2020

Tools: HTML/CSS/JS, Plotly, Streamlit

- Design a web page by using interactive data visualization design. Analyze the tendency of the esports market by using various statistics charts. Deploy a recommendation system that can help the viewer find out their favorite esports.
- Scrape and clean dataset from escharts, steamcharts, and statista and further generate multiple datasets. Apply statistic models to analyze data and visualize through Plotly. Create the website using Streamlit to enables interactive design.
- Deploy website online and allow users to get statistical information on the esports market through it. The viewer can also use the mini recommendation system to help them decide which game they should choose as a career.

Technical Skills

Languages: Java, Python, SQL (Postgres), HTML/CSS/JS

Frameworks: Node.js, Apache Spark

Developer Tools: Git, Linux, Google Cloud Platform, Amazon Web Services

Libraries: Pandas, NumPy, Matplotlib, DCGan, Scikit-Learn, OpenCV, PyTorch, TensorFlow, Bokeh, Streamlit, Plotly,

Beautiful Soup, Request

Honors