Daniel Lee

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EDUCATION

Carnegie Mellon University - Pittsburgh, PA | Aug 2017 - May 2021
Bachelor of Science in Statistics and Machine Learning
Minors in Computer Science & Business Administration

Selected Coursework: Data Structures, Algorithms and Advanced Data Structures, Computer Systems, Machine Learning (Masters), Discrete Math, Fundamentals of Programming and Computer Science, Advanced Data Analysis, Principles of Computing, Matrices and Linear Transformation

WORK EXPERIENCE

Moloco Inc | Software Engineer Intern | Palo Alto, CA   May 2019 - July 2019
- Created real time dashboards on Data Dog to improve monitoring of advertisement campaigns in SQL
- Facilitated distribution of financial assets during campaigns based on advertisement performance through automation of queries.
- Visualizing data through Chartio and improved decision making efficiency for allocating funds.
- Data Analysis led to new discoveries in advertising strategies and opportunities to detect fraud
- Contribution lead to 5% decrease in Cost Per Installment and 10% increase in profit

Sazze Inc | Software Engineer Intern | Campbell, CA   June 2018 - August 2018
- Curated queries in SQL and created dashboards to visualize advertisement performance
- Allocated budget for advertising campaign based on queries and analysis of past campaigns
- Optimized advertising campaigns by analyzing search keyword search patterns among users to increase click through rate on products
- Management and analysis of campaigns led to a 10% increase in profit and 7% increase in Click through rate in sales and advertisement

SKILLS/ LANGUAGES

Proficient: Python, SQL, R
Comfortable: C, Linux, Git
Familiar: Java, SML

PROJECTS

The Stock Analyzer   Fall 2019
- Developed a Stock Analyzer in Python that scraped predictions and reviews from users on Stocktwits to make predictions and on the direction of stocks

The Gan Game   Fall 2019
- Created a gaming platform where players have to differentiate between two images: one a real picture, and the other one generated by a GAN (Generate Adversarial Network).

Alphago Junior   Fall 2018
- Created a Chess game platform using Pygame where users could play each other or an AI.
- AI executed using minimax search algorithm and made more efficient through alpha-beta pruning

ACTIVITIES

Global Business Brigades Club , Pittsburgh, Pa — *President*   August 2017 - Present
- Led the fundraising initiative for $10,000+, planning and leading weekly meetings with 20 members
- Provided business consulting to under-resourced business in Ghana, Panama, and Nicaragua, teaching basic accounting and financial concepts.