DAN TADMOR

Data Science Engineer

dtadmor2@gmail.com

github.com/dtadmor

linkedin.com/in/dtadmor

www.dtadmor.com

PROJECTS

NBA Player Growth

Predicted future NBA player performance in 8 key advanced analytic metrics through scraping player tracking data, creating weighted features, and applying regularized regression at an improvement of up to 26% over baseline predictors.

Lunar Lander

Trained a computer agent to consistently land a spacecraft in a target zone using Deep Q-Learning. Carefully tuned and applied epsilon-greedy decay, action replay, and weighted experiences.

Google Foobar

Completed all 5 levels of increasingly difficult Google coding challenges in Python. Combined knowledge of group theory and search algorithms to complete challenges with minimal code and within the required time limit.

ABOUT ME

Driven data science engineer skilled at applying machine learning methods, communicating data science insights, breaking down complex concepts into understandable pieces, and working in teams.

DATA SCIENCE EXPERIENCE

DATA SCIENTIST

BJs Wholesale Club | Mar '19 - Present

- Analyze AB test results of customer engagement on AWS EMR clusters with PySpark
- Communicate AB test results with relevant historical trends and business recommendations to a VP and her team on a weekly basis
- Research and develop code to improve measurement methodology and more accurately capture customer spending through noisy data
- Develop code in an agile environment to QC model performance

DATA SCIENCE INTERN

iRobot | Nov '18 - Mar '19

- Predicted customer satisfaction using clustering and classification models on user behavior to help automate customer communication
- Collaborated with members of marketing, engineering, and data teams to understand how to best define and solve problems with data

DATA SCIENCE IMMERSIVE

General Assembly | Jul '18 - Oct '18

- Learned EDA and machine learning methods in Python in a 480-hour intensive course

OTHER WORK EXPERIENCE

6th GRADE MATH AND SCIENCE TEACHER

McAuliffe Charter School | Aug '12 - Aug '18

- On the academic leadership team, improved school wide academic performance in coordination with school leaders while balancing the needs of teachers
- Co-created and installed a school-wide behavior management framework on the culture leadership team, improving teacher consistency and effectiveness

EDUCATION

M.S. COMPUTER SCIENCE Georgia Institute of Technology, GPA 4.0 | Dec '22

- Reinforcement Learning, AI for Robotics, Computer Vision

M.A.T. ELEMENTARY EDUCATION Northeastern University | Aug '11

B.S. MATHEMATICS University of Illinois at Urbana-Champaign | May '09

SKILLS

CODING LANGUAGES & LIBRARIES

- Python (Pandas, PySpark, Scikit-learn, Plotly, and Keras), SQL, C++

MACHINE LEARNING TECHNIQUES

- Linear Models, Regularization, CART, SVMs, Neural Networks, Clustering, and PCA