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SKILLS

Software Tools: Python (Pytorch, pandas, scikit-learn, plotly), SQL, R, Java, Node.js(React,

NextJS, prisma), C/C#

Data Science: Computer Vision (CNNs), Language Models and Transformers, Regression

(GLMs), Tree-based models (Random Forests, XGBoost), Cloud computing (Lambda

Labs), Hypothesis testing

Soft Skills: Scrum/Agile processes, project management, Git/Github, Linux

EDUCATION

University of Toronto - Data Science Specialist

April 2025

Toronto, ON

EXPERIENCE

❖ 3.95/4.0 GPA

Data Science Research Intern

May. 2023- Aug. 2024

Pason Systems Corp.

Calgary, AB

- Created and helped patent an algorithm for drilling dysfunction detection, increasing true positive predictions by 50% and reducing false positives by 40%. Prototyped using **Python** and productionized using **Java**. Created a **React** application to streamline the data labeling process.
- ❖ Maintained **KPI generation** program, designed new algorithms for cleaning and analysis of drilling data, and implemented in Java/MATLAB. Handled customer requests and facilitated cross-team solution design.
- Investigated machine learning applications in text data in the company. Explored the effectiveness of Language Models in interpreting and classifying drilling reports.

Junior Data Scientist/Analyst

May. 2022 - Aug. 2022

Neobi Technologies

Calgary, AB

- Used MySQL to preprocess and perform quality assurance on thousands of cannabis data records for multiple clients. Praised for cleanliness and quality of the data.
- Developed web crawlers and data processing pipelines using **Selenium** and **Python**, used **PowerBI** to display analytics and help the sales team deliver clear and insightful visuals to clients

PROJECTS

Exploring Feature Recalibration Modules in CNNs - PyTorch

Investigated the effectiveness of skip-layer excitation modules on computer vision tasks, performing sensitivity analysis and comparing to baseline models. Summarized findings in a NeurIPS-format paper

Game AI using Supervised Imitation Learning - PyTorch

- Used a Convolutional Neural Network to create an AI agent for the game Temple Run 2.
- Explored the **ShuffleNet** architecture, regularization techniques and multiple data collection methods to boost the in-game accuracy of the model in different stages of the game.

League of Legends Classification Project - Python

Collected data using web scraping in python and REST APIs. Used numpy, pandas, matplotlib and sklearn to analyze the data, fitting a Random Forest Classifier model to predict game outcomes