

Yueqi Peng

Organized and dependable candidate successful at managing multiple priorities with a positive attitude. Willingness to take on added responsibilities to meet team goals. Has a keen interest in developing ML products.

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GitHub: <https://github.com/happinessbaby>

EXPERIENCE

- | | |
|--|-------------------|
| Walmart , remote contractor, full-time
Big Data Engineer | 2022-05 - 2022-10 |
| <ul style="list-style-type: none">• Coordinated with other engineers to evaluate and improve low level design of back-end features.• Tested methodology with writing and execution of test plans, debugging and testing scripts and tools.• Updated old code bases to modern development standards, improving functionality. | |
| Walmart , Tuscaloosa, Alabama, full-time
Store Associate | 2018-01 - 2018-06 |
| <ul style="list-style-type: none">• Offered assistance for increased customer satisfaction.• Prioritized tasks to meet tight deadlines, pitching in to assist others with project duties. | |

EDUCATION

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|---|-------------------|
| FourthBrain
Machine Learning Engineer Program | 2022-12 - 2023-04 |
| <ul style="list-style-type: none">• Learned ML feature engineering and data modeling techniques; built, trained, and evaluated neural networks, including CNN, LSTM, and transformers on different data sets and developed automated pipeline for deployment on AWS | |
| Revature
Big Data Engineer | 2022-01 - 2022-12 |
| <ul style="list-style-type: none">• Implemented Big Data platforms and tools on the complete ETL process from data ingestion and data query to data storage and data analytic | |
| CELTA
ESL Teacher | 2020-10 - 2021-02 |
| <ul style="list-style-type: none">• Designed full curriculum for teaching English to non-English speakers in a foreign country and taught students in realistic classroom settings | |
| University of Chicago , Chicago, IL
Bachelors of Arts: Mathematics | 2009-09 - 2013-06 |

PROJECTS

3D Packing with Reinforcement Learning in Unity

Repository: <https://github.com/happinessbaby/Reinforcement-Learning-Unity-3D-Packing>

Product page: <https://packerhand.com>

- Designed and Built a 3D bin packing environment in Unity and integrated ML-Agents toolkit for Reinforcement Learning
- Set up Proximal Policy Optimization (PPO) as baseline model and trained model on local and EC2
- Implemented parallel environment training and curriculum learning for better RL solutions
- Increased KPI of percent volume filled from 75% as the industrial average to 85%

Building a Pub-Sub System using Kafka with Spark

Repository: <https://github.com/happinessbaby/bigdatacapstone>

- Built a Kafka pub-sub API using Spark-Kafka Integration and digested data through Akka
- Consumed data through Kafka Consumers and sent it to Hive tables in remote HDFS cluster on AWS

Predicting Wildfires with Spark's MLlib Features

Repository: <https://github.com/happinessbaby/Wildfire>

- Used weather API calls and SparkSQL to analyze top 10 causes of wildfires and top 3 states in the U.S. with most wildfires
- Used Spark MLlib for hypothesis testing and built a correlation matrix and a logistic regression model for future prediction of wildfires

Technical Skills

Languages: Python, C#, Scala, Spark, SQL

Software platforms: Unity, Jupyter Notebook, Databricks, Google Colab

ML tools: ML-Agents, MATLAB, TensorFlow, PyTorch, Pandas, SciKit Learn, HuggingFace

Database: HDFS, MongoDB, MySQL

Development: GitHub, Git, VSCode, IntelliJ, WSL, Linux, Ubuntu

Deployment: Amazon EC2, GCS