Hunter Hutcheson Finger

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EDUCATION

University of North Carolina at Chapel Hill

May 2020

Bachelor of Science in Statistics and Operational Research

Bachelor of Arts in Computer Science

Relevant Coursework: Data Structures, Modern Web Programming, Introduction to Data Science, Statistical Modeling

WORK EXPERIENCE

Target - Huntersville, NC

August 2016 - August 2019

Guest Service

- Interact with customers to assist in finding or returning items
- Chosen to lead and implement new Online Order Pickup and Drive Up services at our location
- Relied on to complete special projects around the store to aid customer experience

PROJECT EXPERIENCE

National Hockey League Betting Model

June 2019 - Present

Personal Project

- Extracted data that had been scraped from Kevin Sidwar's NHL Application Programming Interface (API)
- Created additional variables, graphs and tables to answer our question using R in RStudio
- Working to create a predictive analytics model to determine if the first team that scores will win the game

Website May 2019

Personal Project

- Created a website using HTML, CSS, and Java Script
- Hosts all of my projects that I have worked on or am working on currently
- https://hufinger.github.io

Competitor November 2018

International Collegiate Programming Contest Mid-Atlantic

- Solved algorithmic problems from the ICPC Mid-Atlantic Regional Competition using Java
- Participated with a team of 3 to solve sample problems in class for a semester

Classwork August 2016 – Present

Class Projects

- Created working data structures such as binary search trees and binary heaps using Java
- Built a GUI for image editing using Java
- Created a statistical model for predicting wins in the NFL

ACTIVITIES

Carolina Analytics and Data Science Club, UNC Chapel Hill

August 2018- Present

Active Member – attend monthly meetings

Assisted in setting up the Carolina Data Challenge

TECHNICAL SKILLS

Programming Languages: R, Java, C, MIPS, ARM, Swift

Internet: HTML, CSS, JavaScript

Software: RStudio, Brackets, Eclipse, SceneBuilder