- Education & Honors -

William & Mary August 2014 – May 2018

Major: Computer Science

GPA 3.85

Minor: Applied Mathematics

Phi Beta Kappa Awarded to top 7% of graduating seniors Spring 2018

Bob & Debbie Noonan Award Awarded to 2 seniors for excellence in interdisciplinary CS applications Spring 2018

James Monroe Scholar Awarded to top 10% of incoming freshmen August 2014

— Skills & Coursework -

Languages Python, Node.js/JavaScript, Go, HTML/CSS, C, C++, Java, SQL

Tools & Software Git, AWS, GCP, Linux, Google Analytics

Relevant Coursework Software Engineering (Java), Computer Graphics (C++), Algorithms (C++), Game Design (C++),

Computer Organization (C), Data Structures (Python), Data Analysis (R), Probability (R)

— Experience

Stealth Mode Startup - Data Scientist

September 2018 – present

- Build core machine learning models and production data infrastructure
- Make bad puns and have a whole lot of fun (we're hiring)
- Stack: Python, Node.js, AWS, PostgreSQL

CarMax - Business Analyst Intern, Pricing

June 2017 – August 2017

- Boosted CarMax's profit by an estimated \$6 million 12 million per year by using machine learning to set better car prices
- Analyzed and leveraged external data to identify opportunities for improvement in core pricing models
- Stack: Python, SQL, MongoDB

AidData - Research Assistant, Data Team

April 2016 - August 2016

- Saved \$150,000+ by automating preliminary analysis on more than 2 million documents
- Collected articles relevant to AidData 5x faster by optimizing existing services
- Stack: Python, JavaScript, R

William and Mary Department of Mathematics - Research Assistant

June 2015 - July 2015

- · Used machine learning and image processing to classify disease progression in 80 GB of images of retinas
- · Accelerated image processing 20x by rewriting scripts to run on SciClone, William & Mary's supercomputer cluster
- Technologies: Python, MATLAB, R, Bash

— Selected Projects (more at echevarria.io)

Reply Only – collaborative photo sharing platform (link)

Summer 2018 - Present

- · Validated idea by researching competition and interviewing photography students and faculty at William & Mary
- Built and tested RESTful API using Go and MySQL; composed frontend with Vue.js; deployed to GCP

Ray Tracer JS – 3D ray tracer renderer (link)

Spring 2018

- · Built a 3D ray tracer renderer with shadows, reflection, custom materials, and custom lights using JavaScript, HTML/CSS
- Wrote and tested core classes for color and vector math; implemented optional supersampling for superior render quality