

277 Beacon Street Apt. 4B, Boston, MA 02116

☐ (510) 332 - 9501 • ☐ jutamuliaivan@gmail.com • ⓒ ivanjutamulia.com

EDUCATION

Massachusetts Institute of Technology

B.S. in Computer Science and Engineering, Minor in Statistics and Data Science - Major GPA: 5.0/5.0

Masters of Engineering in Computer Science and Artificial Intelligence

Berkeley High School

International Baccalaureate Program - IB Diploma Received - GPA: 4.0/4.0

Cambridge, MA

May 2020 *May* 2021

Berkeley, CA

June 2016

EXPERIENCE

MIT Sports Lab Undergraduate/Graduate Researcher **Cambridge, MA**September 2019 - Present

o Developing an evaluation framework for decision making of NBA players with expected possession value (EPV) metric

- o Utilized deep learning approaches to build accurate pass difficulty and shot difficulty models (0.89 and 0.63 ROC-AUC respectively)
- o Built a visualization tool to analyze the evolution of EPV values for offensive players throughout a possession
- o Collaborated with San Antonio Spurs and Google Cloud to integrate as a coaching and analytical tool

Vim San Francisco, CA

Software Engineering Intern

January 2020

- o Improved healthcare EHR systems to cut referral workflow costs by integrating high-value recommendations for provider referrals
- o Developed browser extraction tools using optical character recognition and DOM-scraping techniques to pull EHR information
- o Built an embedded Chrome extension that integrates high-value recommendations with the EHR referral workflow

Second Spectrum Inc.

Los Angeles, CA

Machine Learning Intern

June 2019 - August 2019

- o Launched a tracking data and semantics delivery system for the English Premier League with the AI soccer semantics team
- o Developed a logistic regression model for bisecting passes with over 90% f1 score and integrated into existing system
- Implemented training and evaluation infrastructure with Pachyderm to speed up model development process by a factor of 20
 Leveraged Pachyderm infrastructure to improve the expected goals model ROC-AUC score to 0.86
- o Designed and implemented a clustering-based system to identify player archetypes and style of play on a per-game basis

MIT Computer Science and Artificial Intelligence Laboratory

Cambridge, MA

Undergraduate Researcher

May 2018 - August 2018

- o Developed a complete task and motion planning system for a real-world robot to achieve long-horizon tasks
- o Integrated a computer vision system that could robustly detect objects and their poses with occlusions up to 50%
- o Enabled research on machine learning and planning in uncertain domains with small real-world datasets

PROJECTS

Personal Website June 2020

o Website developed from scratch using ReactJS to display as a personal portfolio online

COVID-19 Sentiment Analysis on Twitter

March 2020 - *May* 2020

- o Trained NLP binary classification models in Python to detect whether coronavirus related tweets are serious or not
- o Leveraged models to uncover trends between seriousness and factors such as time and location of tweet

Uber and Lyft Pricing

October 2019 - December 2019

- o Analyzed statistical relationships between prices of Uber and Lyft rides and factors such as weather, location, and time of day
- o Utilized network analysis, hypothesis testing, time series analysis, and regression to uncover relationships

LEADERSHIP & ACTIVITIES

MIT Sports Summit 2021 (Virtual)

Co-Lead

November 2020 - February 2021

- o Led the planning of MIT Sports Lab's flagship conference interfacing leaders in academia and sports industry with the MIT community
- o Managed and coordinated a team of 25 people and 12 sub-teams to successfully restructure the event virtually on Zoom / Gather.town
- o Spearheaded outreach and communication with leaders of renowned athletic teams, organizations, and corporations around the world

Competitive Soccer

MIT Assistant Coach, MIT Varsity Captain, High School Varsity Captain, Club Captain

August 2002 - Present

MIT Phi Sigma Kappa Fraternity

Chapter Secretary, Philanthropy Chair, IT Chair

September 2016 - May 2020

SKILLS

- o Programming Languages: Python (proficient), Java, SQL, HTML, CSS, JavaScript
- Technical Tools and Frameworks: Numpy, Pandas, Scikit-Learn, Tensorflow, Keras, PyTorch, AWS, GCP, Docker, ReactJS, ExpressJS, VueJS, MySQL, PostgreSQL, Pachyderm, Apache Beam/Dataflow
- o Languages: English and Mandarin (fluent)