Jay Speidell

Data Science

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*My resume is nice and all, but you should really go to my website instead!

Education

B.S. Computer Science | Exp. 2020
Old Dominion University
Dean's List, 4.0 GPA while working full-time

B.A. English | Virginia Tech

Skills

Languages:
C, C++, Java, Python

Data Skills:
Data Visualization, Exploratory Data Analysis, Machine Learning, SQL, Statistics

Computer Science Knowledge:
Cloud Computing Environments (AWS, GCE), Computer Architecture, Data Structures and Algorithms, Inserting USB Correctly On the First Try, Jupyter Notebooks, Software Engineering, Unix, Version Control (Git, Github)

Design Tools:
Illustrator, InDesign, Inkscape, LaTeX, OpenSCAD, PhotoShop, Unified Modeling Language

On the Side

3D Printed Trail Maps:
I design and 3D print topographical maps with trail overlays.

Volunteer at Evergreen Mountain Bike Association:
I helped build and maintain mountain bike trails at Tiger Mountain, Duthie Hill, Black Diamond Open Space, and other Washington trail systems.

Work Experience

Since Nov'15 — Sales & Marketing Coordinator at Momentum, Inc — Seattle, WA

- Wrote industry-leading content on financial institution retail and workplace issues.
- Developed a new proposal design and response process that led to faster, higher quality RFP responses.
- Analyzed the credit union market, creating geographic data and maps to focus business development efforts.
- Led a website redevelopment project, improving site navigation and boosting engagement among target demographic.

Mar'08-May'15 — Special Projects Manager at The Speidell Group — Lynchburg, VA

- Created engaging photo and video content for clients, as well as marketing collateral.
- Led the development of an automated estimation and proposal system via a third party developer.

Jul'11-Mar'14 — Kindergarten Teacher — Seoul, South Korea

May'10-Jun'11 — Reporter at The Collegiate Times — Blacksburg, VA

Projects

Nov'18 — Udacity Machine Learning Capstone Project

- Performed a visual analysis on a public database of Wikipedia comments.
- Built a model that classifies the toxicity of Wikipedia comments into several categories.
- Implemented Support Vector Machine model incorporating Naive Bayes feature weights.
- Validated my model on holdout data.

Jul'18-Nov'18 — Udacity Machine Learning Engineer Nanodegree

- Reinforced my knowledge of the implementation and application of popular supervised, unsupervised, and reinforcement machine learning algorithms.
- Used a Convolutional Neural Network to identify dog breeds.
- Built a Deep Deterministic Probability Gradient system to teach a simulated drone to fly autonomously.

Jul'18 — PySwarms Open Source Contribution

- Added visualization features including Pyplot color gradient selection, making it easier for researchers to visualize their objective functions.
- Significantly expanded the library of built-in objective functions.
- Practiced test driven development.

Apr'18 — Bike Sharing Demand on Kaggle

- Performed a visual statistical analysis of Washington DC's bike share ridership data.
- Built a machine learning model to predict future ridership.

Feb'18 — Mercari Price Suggestion Challenge on Kaggle

- Performed exploratory data analysis on the Mercari item pricing data.
- Built an ensembling algorithm that trains models in a sequence, using the output of multiple models as features in an ensemble model.
- Placed in the top 18%.

Mar'17 — Super Moon Attack

- Developed a game in Python where you can fly a space ship over the surface of the moon and shoot aliens.