Andrew Kan

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Education

University of California, Los Angeles (UCLA) Fall 2018 - Spring 2022

B.S. Computer Science Major, Statistics Minor

- **GPA:** 3.90 **Honor Societies:** Tau Beta Pi Vice President, Upsilon Pi Epsilon
- Relevant Courses: Machine Learning, Data Science Fundamentals, Algorithms and Complexity, Operating Systems, Mathematical Statistics, Data Structures

Experience

Python Programmer Intern May 2019 – Nov 2019

UCLA Center of Health Policy Research

- Improved CalSIM, a <u>micro-simulation</u> used by the California government that predicts how individual and business insurance plans affect medical costs
- Utilized **bash** scripting and **Sphinx** to auto-generate documentation from docstrings and rebuilt the entire documentation website, <u>calsim.bitbucket.io</u>
- Analyzed performance bottlenecks using **Python**, **Pandas**, and **Numpy**, identifying one function that consumed over 50% of runtime, researched **dask** to parallelize the program
- Refactored the entire codebase from Python 2 to Python 3

Data Journalism Editor and Software Engineer October 2018 - Present

The Daily Bruin

- Directed and edited coverage of a UCLA COVID-19 outbreak simulation that reached 30,000 readers
- Compared college <u>actions</u> and predicted hospital beds <u>needed</u> during the COVID-19 outbreak
- Collected and analyzed over 1.6 million data points using Beautiful Soup, Selenium, and R to
 observe how quickly classes fill up during enrollment time, getting over 2,000 readers in 1 week
- Designed a responsive game examining UCLA's waste breakdown, using React, d3.js, and Flask

Projects

Class Tracker July 2020

 Tracked enrollment status of UCLA in-person classes which were automatically formatted and uploaded to Google Drive with Python packages, receiving over 400 reactions on Facebook

Webmaster June 2019 – Present

Tau Beta Pi

- Managed a MySQL database using Django and Docker of hundreds of members
- Rebooted server after it was brought down by an **AWS** issue when upgrading Ubuntu versions

Flux Jan 2019 – June 2019

UCLA Creative Labs

- Created a social media website, <u>flux.rip</u>, that taught over 100 people good UX practices
- Implemented posting and notification interactions using Firebase, React, and Figma

Skills

- Languages: C++, Python, Java, HTML/CSS Frameworks: d3.js, React.js, Django
- Technologies: git, bash, Unix, Beautiful Soup, Selenium, Firebase, Docker, MySQL
- Awards: USACO Platinum, CodeDay Most Fun Game, USAPHO Bronze Medalist, 5x AIME