Mu-Fan (Leo) Weng

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EDUCATION

Georgia Institute of Technology   Atlanta, GA
M.S. Degree, Analytics (Computational Data Analytics Track)   Aug. 2020 – Dec. 2021

B.S. Degree, Computer Engineering   Aug. 2015 – May 2019
Minor in Computer Science (Computational Data Analysis)
- Final GPA: 3.44

SKILLS

Programming	Java, Python, HTML, PHP, CSS, JavaScript, SQL, MATLAB, C, C++, R
Languages	English (fluent), Mandarin Chinese (fluent), French (elementary proficiency)
Communication	Technical Writing, Public Speaking, Stage Performance, Agile Development
ML / Data	Clustering & Classification, Regression, Web Scraping, Data Visualization
E-Commerce	Google Analytics, Magento, Klaviyo, Shopify, Google Suite, Wordpress

WORK EXPERIENCE

Georgia Tech Volleyball   Atlanta, GA
Student Manager / Analyst   Feb. 2021– current
- Assist coaching staff with daily practices and operations
- Analyze game videos and prepare for upcoming opponents with VolleyMetrics
- Record live stats and create advanced scouting reports with Data Volley and data visualization tools

DecisionLink Corporation   Atlanta, GA
Data Science Intern   May 2021– Jul. 2021
- Analyzed data using SQL and Snowflake to gain insight into various business cases
- Utilized Watson Studio to leverage its AI capabilities to analyze big data and explore hidden variables

Hydronix Water Technology   Rancho Cucamonga, CA
Jr. Web Developer   Jul. 2019 – Jul. 2020
- Maintained, updated, and monitored hosted websites and managing site security
- Designed, tested, and implemented custom website pages and applications
- Configured and designed e-commerce websites in Magento, Wordpress, and Shopify

Merchant e-Solutions   Atlanta, GA
Software Engineering Intern (Testing/QA)   May 2018 – Aug. 2018
- Completed automated regression suite on a web-based e-commerce portal allowing merchants to process payments for their customers and saved time in running 110+ test cases
- Created and updated test cases for portal using Selenium and TestNG to ensure product quality

PROJECTS AND COURSES

Data Mining & Statistical Learning   Spring 2021
Introduction to algorithms including KNN, regression and classification, trees, ensemble methods, SVMs, neural networks, etc.

Video Game Design   Spring 2021
Project-based course with individual and group assignments using Unity and C#
- Developed a brand-new game "EvoSlash" from scratch
- Led the artistic and musical direction of the game, as well as filming and editing the game trailer

Digital Marketing   Fall 2020
Understand and leverage tactical components of online and digital marketing knowledge in real-world situations
- Collaborated with team to develop a brand-new digital marketing strategy for Yardstick Management

Database Educational Demos   Spring 2019
Demonstrating key database concepts with interactive educational tools
- Collaborated with team to build interactive demos to learn key database and SQL concepts
- Designed user-friendly UI with AngularJS and structured back-end with NodeJS