Leo Tang

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EDUCATION

CORNELL UNIVERSITY

ARTS AND SCIENCES

Majoring in Computer Science and Statistical Science (BA) Dean's List | GPA: 3.77 Expected: May 2018

COURSEWORK

CURRENT

Intro Analysis of Algorithms •
Systems Programming •
Categorical Data • Applied Design

PAST

Object-Oriented Programming and Data Structures • Introduction to Python • Data Structure and Functional Programming • Discrete Structures • Biological Statistics II • Biological Statistics I

SKILLS

PROGRAMMING

Java • R • Python • HTML/CSS • JavaScript • LaTeX • OCaml

OTHERS

Adobe Illustrator • Adobe InDesign • Adobe Photoshop

LANGUAGES

Japanese (Fluent) Chinese (Fluent)

ADDRESS

CURRENT

218 Founders Hall, Ithaca, NY

PERMANENT

523 Commons Walk Cir, Cary, NC

EXPERIENCES

PROJECT MANAGER | CORNELL DATA SCIENCE

Aug 2015 - Dec 2015 | Cornell University

- Led a team of 12 students to create a model to predict future sales for Rossmann, a drug store chain in Germany.
- Provided fundamental training in feature engineering, model tuning, cross-validation, and ensembling using R and Python and guidance for team members.

WEB DEVELOPER | COMBLIE

Jun 2015 - Present | HTML, CSS, JavaScript

Programmed all of the front-end development of the website and implemented a
waitlist system in the back-end to store and rank emails.
 Visit website: http://www.comblie.com

ASPEN CLIMATE CHANGE EXHIBITION | CORNELL DATA SCIENCE

Jan 2015 - May 2015 | Cornell University

- Designed an analytical data system, interpreted sharing economy data, and presented the complex data for global business leader in a team setting.
- Created data visualization using R to demonstrate the impact of bike sharing on greenhouse emission in Boston and Washington D.C.

PROJECTS

DATA PREDICTION COMPETITIONS | KAGGLE

Dec 2014 - Present | R, Python

- Competed in over 9 competitions to create prediction models.
- Gained experience applying feature engineering, cross-validation, model tuning, and other machine learning techniques to an actual data set.
- Created an ensemble of H20 Random Forest, and XGBoost along with feature engineering to predict the future sales using the data provided by Rossmann. Github Link: https://github.com/leotrj/Rossmann-Store-Challenge

FIRE EMBLEM | CS3110 PROJECT

Nov 2015 - Dec 2015 | OCaml

- Designed and implemented the AI to recreate the battle system in Fire Emblem.
- Developed path finding algorithms and programmed AI to be able to efficiently utilize multiple strategies. Github Link: https://github.com/Houka/OCaml_Fire_Emblem

EXTRACURRICULARS

CORNELL DATA SCIENCE | WEB DEVELOPER/MARKETING ASSOCIATE

Sep 2014 - Present | Cornell University

- Improved the layout of CDS's website to be more user-friendly and maintained the overall functionality of the website.
- Tackled problems using knowledge of database systems and data acquisition methods.
- Engaged in team-based environment to collect, organize, and share data.