Margaret Sy

Phone number and mailing address provided on request

Education

B.A. COMPUTER SCIENCE | MAY 2015 | UC BERKELEY

- · Current Coursework: Machine Learning, Compilers, Information Technology Economics, Strategy, and Policy
- · Relevant Coursework: Data Science, Operating Systems, Artificial Intelligence, Behavioral Economics, and more

Work & Experience

TUTOR | COMPUTER SCIENCE SELF-PACED CENTER | FALL 2014 - PRESENT

• Tutor and grade assignments, quizzes, and exams of students taking self-paced Python, Java, and Data Structures Courses.

RESEARCH ASSISTANT | LANGUAGE AND COGNITITON LAB | SUMMER 2014

- · Quantitatively examine semantic change within semantic fields using the Google N-Grams dataset.
- Calculate semantic distance between words and magnitude of change across time based on frequency of co-occurring words in bi-grams.

INTERN | TECHNOLOGY AND INFRASTRUCTURE FOR EMERGING REGIONS | SUMMER 2013

- · Conducted exploratory analysis of Kenya's electrical grid using unstructured text data from Twitter.
- Scraped national power company's Twitter customer service line using API, classified tweets containing outage information with a Naïve Bayes classifier, parsed and mapped locations and times of tweets.

Technical Skills

- · Languages: Python, Java, C, HTML, CSS, LaTeX.
- · Comfortable working in UNIX, OSX, and Windows environments.
- · Software & Technologies: Git, Python data science stack (Pandas, Scipy/Numpy, scikit-learn, Apache Spark), MS Office Suite.

Other Projects & Activities

CAL FENCING CLUB | SECRETARY & WEBMASTER

- Completely redesigned team website (fencing.berkeley.edu) using Twitter Bootstrap to make it responsive and easier to maintain.
- · Compete in Northern California Intercollegiate Fencing League tournaments.

BERKELEY MATH TOURNAMENT | HEAD OF LOGISTICS

• Plan and run high school and middle school mathematics tournaments, each host to ~300 students. Organize staff meetings and volunteer schedule, book rooms for events.

MAKEUP ARTIST | FREELANCE

· Specializing in face painting and SFX makeup.