

# MATT KAYE

 mrkaye97.github.io

 mrkaye97

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 mrkaye97

## EXPERIENCE

### Data Scientist

#### CollegeVine

 Sept 2020 – Present

- First member of the CollegeVine data science team. Responsible for data science, data engineering, and MLOps infrastructure and best practices, and for owning all parts of the data scientific process.
- Devised and implemented an acceptance probability model used by hundreds of thousands of students every year to understand their chances at their favorite schools.
- Built a sequential testing toolkit to enable our team to call A/B tests more quickly without sacrificing statistical rigor.
- Created a recommender system to suggest new colleges to students. Additionally, used the recommender system to suggest "top candidates" to our college partners, driving leads and engagement.
- Built out a feature store, enabling our team to iterate more quickly, repeat less code, and perform BI tasks that were previously infeasible.
- Set up and managed an MLFlow instance, dramatically improving data science developer experience (DX) at CollegeVine.
- Owned the deployment and monitoring of machine learning models in production, generally as REST APIs packaged up as Dockerized microservices and deployed on Heroku.

### Open-Source R Developer

#### slackr, lightMLFlow, fitbitr

 Oct 2020 – Present

- Current author and maintainer of *slackr*, an R package for connecting R to Slack with 250k+ downloads.
- Author and creator of *lightMLFlow*, a lightweight, user-friendly R wrapper for the MLFlow REST API.
- Author and creator of *fitbitr*, an R package that streamlines pulling Fitbit user data via the Fitbit API.
- Responsible for all aspects of package development and maintenance, including implementing new methods, improving error handling and messaging, writing unit tests, establishing and maintaining a CI/CD pipeline, writing descriptive documentation, helping users work through issues and bugs, reviewing PRs, and more.

### Baseball Operations Fellow

#### Baltimore Orioles

 Mar 2020 – Sept 2020

- Created a fully Bayesian, simulation-based projection system for MLB player performance over a six year time horizon
- Modeled free agent salaries with a gamma hurdle regression framework
- Devised a Markov Chain Monte Carlo approach to determining optimal shifts against opposing hitters
- Worked on a variety of day-to-day data science tasks related to game strategy and player evaluation

## EDUCATION

### Bachelor of Arts Economics, Mathematics

#### Carleton College

 Sept 2016 – Nov 2019

#### Choate Rosemary Hall

 Sept 2013 – June 2016

## SKILLS

### Programming Languages:

R Python Shell Scripting SQL

### Frameworks, Software, and Tools:

Airflow AWS CircleCI Docker  
Git Github Actions Heroku  
MLFlow {{plumber}} {{shiny}}

## INTERESTS

Baseball analytics  
Browsing r/AskReddit  
Low and slow cooking  
Distance running  
Skiing chop and powder  
Getting lost in fantasy novels  
Solo traveling + hostel hopping  
Nature & architecture photography