





# PAIGE MCKENZIE

## Data Scientist

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## TECHNICAL SKILLS

### Programming

**General:**  
Python, SQL, Git, Jupyter Notebooks

**Data Visualization:**  
Tableau, Bokeh, D3.js

**Python Packages:**  
Pandas, Sklearn, Matplotlib, NumPy, NLTK, PyTorch

**Big Data:**  
Apache Spark (PySpark), Apache Hadoop (Hive)

### Machine Learning

**Supervised:**  
Generalized Linear Models, Tree Based Models, Nearest Neighbors, Support Vector Machines, Simple Neural Networks

**Unsupervised:**  
Clustering, Principal Component Analysis

## EDUCATION

MS, Business Analytics  
**University of Texas at Austin**  
 May 2018  3.71/4.00

BSA, Mathematics  
**University of Texas at Austin**  
 May 2017  3.96/4.00

## EXPERIENCE

### Data Scientist


#### NetApp

 April 2019 – present  Raleigh, NC

- Leveraged Pytorch on GPU to predict customer purchase behavior, achieving a 72% reduction in model training time compared to existing process
- Engineered models to predict timing of customer purchases, achieving a 5x lift in accuracy over a random forecast
- Reworked codebase left over from a short-term consulting project, producing up-dated models while simplifying & documenting opaque processes

### Data Analyst

#### Cisco Systems, Inc.

 July 2018 - April 2019  Raleigh, NC

- Developed model to classify websites by content type, based on unstructured page text
- Implemented topic modelling to identify trends in customer-submitted content parsed from 4 years of RFIs
- Automated data extraction and cleaning of raw text in customer case descriptions, providing visibility to previously untracked metrics and demonstrating errors in the established manual process of data collection

## PROJECTS

### AI Learns to Play 2048

[link](#) 

- Programmed game logic for the sliding puzzle game 2048, including data logging and user interface
- Implemented Monte Carlo Tree Search & reinforcement learning algorithm to learn optimal strategies for playing 2048
- Achieved maximum tile of 2048 in 60% of games, and next-highest tile of 1024 in the remaining 40%

### Targeting At-Risk Restaurants for Better Sanitation

[link](#) 

- Analyzed restaurant inspection history from Wake County Open Data to identify restaurants at risk of performing poorly on their next inspection
- Simulated marketing campaign that successfully targeted at-risk restaurants 4x more often than a random sample

### Recommending TV Shows via Collaborative Filtering

[link](#) 

- Built a recommendation engine using users' TV show ratings to predict their rating of new shows
- Achieved 15%-32% improvement in prediction accuracy across 3 different shows, while reducing required data size by 85%

### Tracking Live Audience Reactions on Twitter

[link](#) 

- Analyzed tweets acquired via Twitter API to track audience reactions to plot developments in the season finale of a popular reality television series
- Performed sentiment analysis & word association to identify characters whose reputations were positively or negatively impacted