

PHILLIP LAGOC

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OBJECTIVE

Fourth year undergraduate researcher with experience in data analysis, modeling, Android development, and machine learning techniques seeking to use my problem-solving and critical thinking skills in internships including but not limited to data science, machine learning, and AI for the Summer of 2020.

EDUCATION

UNIVERSITY OF CALIFORNIA, SAN DIEGO

Major in Cognitive Science, w/ Specialization in Machine Learning; Minor in Computer Science

GPA: 3.56

La Jolla, CA
Sept. 2016-2020

- Led discussion sections and assisted the professor as an Instructional Assistant for COGS 108: Data Science in Practice from Mar. 2019 to June 2019.

EXPERIENCE

THE CENTER FOR PEACE AND SECURITY STUDIES

Machine Learning for Social Science Lab Assistant

Contact: Thomas Leo Scherer – tlscherer@ucsd.edu

La Jolla, CA
Jan. 2019 - Present

- Using R to analyze a data set of over 350,000 observations that is being used to train a date parsing package.
- Wrote documentation for and modeled said data using R's ggplot package to communicate my findings to co-workers.

LANGUAGE COMPREHENSION LAB

Research Assistant

Contact: Eva Wittenberg – ewittenberg@ucsd.edu

La Jolla, CA
Dec. 2017 - Present

- Developed an experiment using JavaScript package JsPsych, which had over 200 participants and was demonstrated in an international linguistics conference.
- Coded a R script to merge .csv files from a webpage to facilitate data analysis for other assistants.

THETALKLIST, LLC.

Android Developer Intern

Contact: Andres Abeyta – aabeyta@thetalklist.com

San Diego, CA
Aug. 2017 - Jan. 2018

- Collaborated with an international team to test, develop, and implement UI changes in their Android tutoring app.
- Found and debugged over 10 bugs in each new APK.
- Told by CEO Andres Abeyta that I exemplified communication and problem-solving skills.

PERSONAL PROJECTS

Kaggle's Machine Learning Titanic Challenge

Nov. 2018 - Dec. 2018

- Competed in Kaggle's Titanic challenge, where I had to solve a binary classification problem concerning a passenger's survival.
- Using scikit-learn, I pre-processed the given data, analyzed it, and trained 7 models before aggregating them using ensemble learning, which achieved an accuracy of 0.77 overall.

Frogger

Sept. 2017 - Sept. 2017

- Developed a clone of the game *Frogger* using JavaFX.
- Created and incorporated a personal "Game Engine" to facilitate sprite creation and hit-box detection for this.

CERTIFICATES

The Complete SQL Bootcamp

- Awarded on Udemy on Aug. 2019.

Introduction to Data Science in Python

- Awarded on Coursera on July 2019.

Machine Learning - Stanford University

- Awarded on Coursera on Oct. 2018.

ORGANIZATIONS

Co-President of Serenity

- Residing from Aug. 2019 – Present.

PR Chair of Cognitive Science

Student Association

- Residing from June 2018 – Present.

SKILLS

- Java, Python, PostgreSQL, HTML/ CSS/ JavaScript, R, C
- Android, Jupyter Notebook, Git
- Tutoring, Cooperative, Fast-Learner, Communication