

PHILLIP LAGOC

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EDUCATION

UNIVERSITY OF CALIFORNIA, SAN DIEGO

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

GPA: 3.60

Relevant Coursework:

Data Science in Practice, Modeling and Data Analysis, Software Tools and Techniques Lab, Neural Networks and Deep Learning, Advanced Data Structures, Computer Organization and Systems Programming, Machine Learning, Mathematics for Algorithms and Systems

La Jolla, CA
Sept. 2016 – Jun. 2020

WORK EXPERIENCE

MACHINE LEARNING LAB ASSISTANT

Center for Peace and Security Studies (CPASS) - Machine Learning for Social Science Lab (MSSL)

Contact: Thomas Leo Scherer – tlscherer@ucsd.edu

La Jolla, CA
Jan. 2019 – Present

- Collaborating with CPASS Deputy Director and MSSL Director to create machine learning models to solve social science problems.
- Automating benchmarking process for over 10 date-parsing packages to reduce package analysis time.
- Cut operational costs by 50% by analyzing various AWS configurations and refining use of such resources based on evaluations.
- Maintaining efficient communication by leading biweekly meetings and documenting weekly tasks into one easily accessible slide deck, doubling workflow efficiency over four months.

INSTRUCTIONAL ASSISTANT

UC San Diego Cognitive Science Department

Contacts: Eran Mukamel - emukamel@ucsd.edu, Shannon Ellis – shannonOellis@gmail.com

La Jolla, CA
Mar. 2019 – Dec. 2019

- Led weekly sections of 20 students for two Data Science classes, assisting students with data gathering and preprocessing, graph visualization, data analysis, machine learning techniques, and industry-standard practices.
- Received over a dozen extremely positive evaluations regarding my performance, including the highest rating for overall performance from the professors of each class.

ANDROID DEVELOPER INTERN

TheTalkList, LLC.

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.
- Discovered and debugged over 10 bugs in each new APK, enabling implementation of new app features twice as early.
- Distinguished amongst cohorts by receiving a personal compliment from CEO Andres Abeyta, who recognized my communication and problem-solving skills in debugging the app.

PROJECTS

Advanced Regression: Housing Price Competition

Dec. 2019 – Jan. 2020

- Competed in Kaggle's Advanced Regression: Housing Price Competition, ranking in the top 30% of over 5,000 leaderboard entries.
- Doubled my initial leaderboard score by employing ensemble techniques using models from xgboost, LightGBM, and sklearn.

A* Navigation System

Dec. 2019

- Implemented A* algorithm in C++ on a graph of U.S. cities and unit-tested implementation using GoogleTest framework.
- Scripted the retrieval of geographic coordinates of a list of cities using Python and OpenCage geocoder for more realistic navigation.

2048: Bubble Edition

Feb. 2017 – Mar. 2017

- Developed an interactive game clone with the ability to load save states and designed custom GUI using Java and JavaFX.
- Employed test-driven development using JUnit on over a dozen game logic functions, reducing development time by 25%.

LEADERSHIP EXPERIENCE

Cognitive Science Student Association

Sept. 2017 – Present

- Impacted over 600 undergraduate students by coordinating networking events with alumni and faculty.
- Spearheading the communication with successful individuals including the IBM AI Practice Lead and the Apple AI Research Director for our 14th annual national conference.

SKILLS

Languages: Python, PostgreSQL, C/C++, Java, R, HTML/CSS/JavaScript

Frameworks and Libraries: JUnit, GoogleTest, pandas, sklearn, matplotlib, JsPsych

Software: Jupyter Notebook, Git, Android Studio, AWS, Visual Studio, Eclipse

Nontechnical: Tutoring, Cooperative, Fast learner, Communicative, Team player