Phillip Mathew

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EDUCATION

University of Michigan – College of Engineering (Ann Arbor, MI)

Bachelor of Engineering in Computer Science with a Minor in Statistics   **Academic Standing: 2016 - 2020**

GPA: 3.25/4.0

Classes: Data Structures and Algorithms, Introduction to Computer Organization, Matrix Algebra, Discrete Math, Programming and Introductory Data Structures

EXPERIENCE

Google

Insurtech Research Analyst   **(Ann Arbor, MI – London, England) January 2018 –**

- Targeted pain points in Google's warranty claims process and evaluated feasibility of integrating Blockchain, IoT, smart contracts, and big data technologies to improve efficiency, resulting in the design of a basic web application for a central warranty portal for Google users
- Compiled and presented a detailed 13-page research report to employees from Google's Corporate Finance and Business Risk and Insurance departments

Wolverine Sports Analytics

Vice President   **(Ann Arbor, MI) November 2016 –**

- Developed optimizers to predict winning lineups for Daily Fantasy Sports games (e.g. FanDuel and Draftkings) using machine learning programs on multiple types of regression models resulting in obtained winnings of over $2300
- Created historical data scrapers using Python, BeautifulSoup, Scikit-learn, and MySQL to automate the data collection process, resulting in an increased optimizer runtime

Excel Test Prep

iOS Development Intern   **(Fremont, CA) May 2017 – August 2017**

- Led a group of interns to document and create a score analytics app using Swift and JavaScript that displays graphs and trends of students' test score history for SAT and ACT practice tests
- Presented weekly updates to the supervisors and the rest of the interns

SKILLS

Programming/Scripting: C, C++, Python, Java, Swift

Web Development: HTML, CSS, JavaScript

Other: MongoDB, MySQL Workbench, Linux, Git, Blockchain

Certifications: IBM Blockchain Essentials

OTHER PROJECTS

- Multiple C++ projects that implemented hash tables, priority queues, binary search trees, deques, and traveling salesperson algorithms under memory and runtime constraints using Makefiles in a Linux environment
- Personal website using HTML, CSS, JavaScript: https://phillipmathew314.github.io/
- Created multiple Java mini-games using Processing, a coding environment based on visual arts
- Created a game called Ion Matchers in Java that helped students study for a Chemistry Honors class