# Quazi Irfan

## Data Scientist | Statistician | Data Analyst | Data Engineer

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**Summery:** Recent grad in Statistics and Computer Science bringing in uncommon combination of competitive programming skill, theoretical understanding of fundamental data analysis algorithms, and research experience with desire to join high performing team and take on ownership of complex business problems with minimal supervision.

## Experiences & Projects

• Software Engineer at Query.AI, Brookings, SD

09/2021 - 07/2021

- Implemented Python modules to extract, validate and transform data from REST API endpoints
- Improved Celery task queue performance by 80% using Python green threads of web app running on Docker (AWS)
- Graduate Researcher at South Dakota State University, Brookings, SD

09/2020 - 12/2021

- $\ {\it Researched drift correction in Robot localization using inertial measurement sensor using {\it linear regression}}$
- Researched FIR and IIR filtering algorithms to smooth inertial sensor signal and different numerical integration methods to integrate acceleration signal twice to calculate displacement
- Implemented **breadth first search** pathfinding algorithm for the robot to find path between two points **Q**
- Graduate Teaching assistant at South Dakota State University, Brookings, SD

09/2018 - 05/2020

- Co-developed R and SAS programming course and contributed to textbook 'Learn R through examples'
- Fixed logical and library dependency bug by decompiling Java binary used for fingerprint data analysis
- Decreased grading time by 90% by developing automation scripts to grade (x86 assembly) assignments
- Implemented Jaro-Winkler string distance algorithm to detect similar assignment submissions  $\Omega$
- Data Analysis Projects at South Dakota State University, Brookings, SD

08/2018 - 12/2021

- Applied Multiple Linear regression and feature selection methods to correctly identify useful predictors
- Improved model prediction accuracy and interpretability by addressing multicollinearity problem using Variation Inflation Factor, Ridge and LASSO
- Built classifier for **high dimensional fingerprint dataset** using dimension reduction technique (principal component analysis) and linear discriminate analysis
- Analyzed datasets using **SQL** and developed JavaFX app that dynamically generates UI from DB metadata
- Developed data visualization web application using Flask, Pandas and Plotly and deployed on Linux VM running on Google Compute Engine behind Nginx reverse proxy
- Programming Projects at South Dakota State University, Brookings, SD

08/2015 - 08/2018

- Researched Particle Swarm Optimization algorithm and implemented vanilla PSO in Julia and Python O
- Implemented backtracking algorithm to calculate Schur's number 📢
- Implemented Markov chain Monte Carlo sampler in R and C++ to compute posterior distribution •
- Developed assembler for SIC-XE instruction set in Java 🗘
- Built 2d side scrolling game using Java 2d featuring AABB collision detection Q
- Organized multiple ACM seminars on **Git** and **Vim**; Reported bugs on Unity3d and IntellijIDEA
- Undergraduate researcher at South Dakota State University, Brookings, SD

09/2017 - 07/2018

- Received \$5,000 funding for research proposal to build gloves for Virtual Reality
- Built 3d game and **motor-driven VR gloves** to track finger movement and send haptic feedback when the finger interacts with an in-game object; **Research Blog** on Medium **ℰ**

## EDUCATION & SKILLS

- MS Statistics (Fall '21) and BS Computer Science (Summer '18) from South Dakota State University
- Skills: Python(Numpy, Flask, Matplotlib, sklearn, statsmodels, Plotly, Pytest), R, Java, SQL(PostgreSQL), Redis, Bash, Linux, HTML/CSS, Javascript, REST, Git, Github, Vim, Docker, Algorithm analysis, Relational database, Linear Algebra, Statistical Inference and Modeling(Regression Analysis, Multivariate Analysis), Bayesian Statistics

#### **Publications**

- Building an exoskeleton glove on virtual reality platform Irfan, Q., Jensen, C., Ni, Z., & Hietpas, S. (May '18) 3
- Inertia Measurement Unit-Based Displacement Estimation via Velocity Drift Compensation Using Ordinary Least Squares Method Irfan, Q., Ciarcia M., & Hatfield G. (May '22) \( \mathbb{T} \)