RISHAB TIRUPATHI

rishab.t0910@gmail.com • linkedin.com/in/rishab-tirupathi • rishab-t0910.github.io/website

Education

University of Illinois at Urbana-Champaign

Expected December 2025

Master of Science in Applied Mathematics, Algorithms and Optimization

Overall GPA: 3.91/4.00

Graduate Coursework: Statistical Learning, Computational Statistical Optimization, Algorithms, Theory of Probability, Graph Theory,

Combinatorial Mathematics, Optimization in Finance

University of Illinois at Urbana-Champaign

December 2023

Bachelor of Science in (Highest Distinction) Applied Mathematics, (Highest Distinction) Statistics

Overall GPA: 3.81/4.00

Undergraduate Coursework: Linear Algebra, Statistics and Probability, Statistical Modelling, Time Series Analysis, Time Series Machine Learning, Numerical Methods, Stochastic Processes, Linear Programming, Non-Linear Programming

Experience

University of Illinois at Urbana-Champaign Mathematics Department

Champaign, IL

Incoming Mathematics Graduate Teaching Assistant

August 2024

AGCO Corporation

Champaign, IL *May 2024 – Present*

Automating manual code generation and data cleansing processing through VBA reducing reporting time by 93%

- Automating manual code generation and data cleansing processing through VBA reducing reporting time by 95
- Implementing HuggingFace machine learning modules for text translation of over 50 languages to English
- Conducting research on product inventory to determine redundant information and refine product offerings

FrostDefense Envirotech

Machine Learning Intern

Champaign, IL

January 2024 – May 2024

Machine Learning Intern

• Performed data visualization and statistical analysis on temperature data of over 35 000 data points from 1

- Performed data visualization and statistical analysis on temperature data of over 35,000 data points from 1924 to 2023, focusing on frost risk assessment and trend identification through Python
- Implemented machine learning and deep learning algorithms such as Random Forest and LSTM, to forecast temperature patterns and frost occurrence through time series data with 94% accuracy
- Developed an automation process in Python of downloading and aggregating data from multiple CSV files into a single dataset

Chicago Blackhawks Chicago, IL

Analytics Intern, Business Strategy and Analytics Group

June 2023 - August 2023

- Implemented and designed SQL and DBT data models of over 1 million ticketing records to support ticket operation analyses and reporting
- Formulated hypotheses, performed tests, synthesized insights, and effectively delivered recommendations through narratives and presentations to senior leadership
- Developed 4 Tableau dashboards for the ticketing department to make data-driven decisions on ticket pricing and sales

Singapore Armed Forces

Singapore

Platoon Commander, 30 SCE

June 2018 - July 2020

- Commissioned as a Lieutenant in the Singapore Army and led a platoon of 15 combat engineers in engineering tactics, techniques, and army fundamentals
- Engaged in various modules taught by experienced senior leadership on personnel management, leadership, and soldier fundamentals
- Obtained a Band-1 rating of 89% for the first-year army-wide evaluation, and received Battalion Commander's Coin

Projects

World Health Organization Life Expectancy Predictor

- Developed classification and regression models on a World Health Organization dataset to predict Life Expectancy, focusing on Logistic Regression and Random Forest in Python and R
- Conducted correlation analysis to identify key variables, achieving a classification accuracy of 94.4%
- Improved model performance by trimming predictors, scaling inputs, and utilizing Random Forest models, resulting 98.3% accuracy

Monopoly Board Game Simulator

- Created a Monopoly board game simulator through Python and Matplotlib to determine optimal playing strategies under different scenarios
- Implemented Python data visualizations to conduct data analysis on property value and return on investment based on the simulations
- Determined the ideal properties to buy based on a variable number of players through Monte Carlo simulations

Skills

Programming Languages: Git, Python, R, SQL, Visual Basic Software: DBT, Microsoft Excel, Snowflake, Tableau (BI)

Python Libraries: Keras, Matplotlib, NumPy, pandas, scikit-learn, SciPy, seaborn, statsmodels, TensorFlow

R Libraries: dplyr, ggplot2, tidyverse, tsa