

# ROY N. WU

M.S.E. IN COMPUTER AND INFORMATION SCIENCE & DATA SCIENCE

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## EDUCATION

Philadelphia, PA Expected May 2022 Expected May 2022	<b>University of Pennsylvania</b> <i>Master of Science in Engineering, Computer and Information Science</i> <i>Master of Science in Engineering, Data Science</i> <ul style="list-style-type: none"><li>• <b>Courses:</b> Algorithms &amp; Computation, Big Data Analytics, Machine Learning, Deep Learning, Artificial Intelligence, Computer Vision, Machine Perception, Time Series Forecasting, Software Foundations</li><li>• <b>Leadership:</b> Data Science General Assembly, Penn Data Science Group Board</li></ul>
New York, NY Aug 2013 - May 2017 Aug 2013 - May 2017	<b>New York University</b> <i>Bachelor of Arts, Mathematics</i> <i>Bachelor of Arts, Economics</i> <ul style="list-style-type: none"><li>• <b>Courses:</b> Linear Algebra, Probability, Statistics, Econometrics, Differential Equations, Numerical Analysis</li><li>• <b>Honors and Awards:</b> Dean's List, University Honors Scholar (Founders' Day Award)</li></ul>

## SKILLS

<b>Programming</b>	Python (PyTorch · Scikit-Learn · NumPy · Pandas · Matplotlib · NetworkX) · C++/C · Scala · Java
<b>Technologies</b>	SQL · Apache Spark · AWS · Azure Databricks · Git · Docker · Power BI · $\LaTeX$
<b>Others</b>	Actuarial Exams: SOA Exam P/CAS Exam 1 · Languages: Mandarin Chinese · Video: Final Cut Pro, HitFilm

## EXPERIENCE

Chicago, IL Jan 2021 - May 2021	<b>William Blair</b> <i>Data Science Intern</i> <ul style="list-style-type: none"><li>• Working on network graphs to identify effective teams and forecast private wealth management revenue</li></ul>
Boulder, CO Jun 2020 - Aug 2020	<b>The Trade Desk</b> <i>Data Science Intern</i> <ul style="list-style-type: none"><li>• Added a new feature to support lookalike modeling for customized campaign optimization with <a href="#">Spark Scala</a></li><li>• Analyzed 100,000 rows of unexplored ad group data (queried with <a href="#">Vertica SQL</a>) and designed a custom multi-target linear regression model to improve AI recommendation with <a href="#">Python</a>; increased ad group performance by 45% and reduced error by 58% on average across all KPI goals</li></ul>
New York, NY Jun 2018 - Jul 2019 Jun 2017 - May 2018	<b>Vitech Systems Group</b> <i>Solutions Analyst</i> <i>Associate Solutions Analyst</i> <ul style="list-style-type: none"><li>• Served as main liaison between engineering team and clients on agile-based software development projects</li><li>• Built and maintained <a href="#">PL/SQL</a> scripts for data extraction and data analysis</li><li>• Collaborated with tech leads to design extensive workflow processes and write new software design documents, advanced functional specifications, and enhancement contracts</li></ul>
New York, NY Sep 2016 - May 2017	<b>Haver Analytics</b> <i>Economic Research Intern</i> <ul style="list-style-type: none"><li>• Compiled, managed, and quality-assured databases covering macroeconomic indicators of APAC markets</li><li>• Added new time-series data to databases and automated data extraction and formatting with <a href="#">DOS</a></li></ul>

## PROJECTS

Independent Work Dec 2020 - Present	<b>Robinhood Algorithmic Trading Bot</b> <ul style="list-style-type: none"><li>• Built a stock trading bot that interfaces with Robinhood's API to automate buying/selling shares based on historical stock prices and trend indicators</li></ul>
UPenn CIS 522 Jan 2020 - May 2020	<b>Headline Writer: Abstractive Text Summarization with Attention and Pointer-Generator Network</b> <a href="#">[paper]</a> <a href="#">[code]</a> <a href="#">[blog]</a> <a href="#">[youtube]</a> <ul style="list-style-type: none"><li>• Trained a Seq2Seq network with BiLSTM units on 200,000 news articles to generate summary headlines</li><li>• Improved the network with attention mechanism, teacher forcing, and a pointer-generator; achieved BLEU score of 0.075, outperforming results from main reference paper from 2015 by 0.065</li></ul>
UPenn CIS 519 Jan 2020 - May 2020	<b>Artificial Anime Character Design: An Application of Generative Adversarial Networks (GANs)</b> <a href="#">[paper]</a> <a href="#">[code]</a> <a href="#">[blog]</a> <ul style="list-style-type: none"><li>• Implemented generative adversarial networks with improved training techniques (trained on 21,000 images) to generate artificial anime character designs</li></ul>