ROMAIN CHARLES PRIOUR

2722 Bancroft Way, Berkeley, CA 94704 | rpriour17@gmail.com | (805) 791-8378 | github.com/rpriour17

Education

University of California, Berkeley - *Data Science, B.A.* **Expected Graduation**: May 2022
(Intended) Domain Emphasis: Business and Industrial Analytics
Relevant Coursework: **CS 61B** (Data Structures and Algorithms)**, Engineering 7** (Introduction to Computer Programming for Scientists and Engineers)**, UGBA 104** (Introduction to Business Analytics) **Math 54** (Linear Algebra and Differential Equations)**, Math 53** (Multivariable Calculus), **Math 1A/1B** (Single Variable Calculus)

Oak Park High School – Oak Park, California (2017-2018)
Varsity Tennis

Knox Grammar School – Sydney, Australia (2012-2017)
Varsity Soccer and Rugby
Top 15 in class from grades 9 through 11.

Technical Skills

Proficient: Python (Pandas, NumPy, Seaborn, SkLearn), Java, JavaScript/TypeScript, Git, SQL, MATLAB, HTML5, CSS, Microsoft Excel/ASP
Familiar: R, Swift
Spoken Languages: Fluent in French

Professional Experience

Savvy Dating App, LLC Apr 2020-Present
Software Developer *Remote Job*
- Worked on developing back-end server-side code for the Savvy IOS Application.
- Implemented a reporting feature and improved communication between the back-end code and SQL database.

Cal Student Store Jul 2019 – Sep 2019
Store Associate *Berkeley, CA*
- Worked as part of the customer service and back end organizational teams.
- Work involved sales of textbooks, clothes and accessories for customers visiting Berkeley and current students.

Projects

Website Development May 2020-Present
Sports Analytics Group at Berkeley
- Re-modeled the SAGB website using a given HTML template.
- Added new articles and a tweets section to the website using a automated Python script.

NBA Data Analytics Project Jan 2020-Present
Sports Analytics Group at Berkeley
- Currently working on a project to reclassify NBA positions using a K-Means clustering algorithm in Python and determine the most effective team composition.
- This project involves web scraping and principal component analysis (PCA) to work with higher dimensional data.

Gitlet Apr 2020-May2020
CS 61B
- Implemented a fully working version control system written in Java, similar to Git.
- Support functions like adding, committing, merging branches, and remote support for pushing/pulling files.

Lines of Action Mar 2020-Apr 2020
CS 61B
- Implemented a fully working lines of action board game in Java, using a Minimax algorithm with alpha-beta pruning to create an AI player.
- Created a functioning GUI which could make/undo moves, and switch between AI and human players.