William Qin

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Education

University of Maryland, College Park — *May 2019*
Bachelor of Science, Mathematics and Economics — *GPA: 3.55*
Minor in Computer Science

About Me

Programming: Java · R · SQL · SAS · Python · HTML/CSS/JavaScript
Analytics: R · SQL · MATLAB · Stata · SAS · Excel/VBA · Word · PowerPoint

Relevant Coursework

- Advanced Calculus
- Object Oriented Programming
- Econometrics
- Discrete Structures
- Computational Methods
- Statistical Computing & Probability Theory
- Linear Algebra & Differential Equations
- Game Theory

Work & Leadership Experience

Federal Deposit Insurance Corporation (FDIC) — *Washington, DC*
Student Intern — *May 2017 – Aug 2017*

- Extracted and analyzed historical interest rate data from all U.S. bank branches since 2007 for approximately 50 consumer products. Compile database for further analytical research using SAS.
- Researched and worked on call reports, CAMELS ratings, performance metrics, and enforcement actions. Evaluated reports and models used in bank examination process and performed data validation.
- Reviewed and assisted with research dealing with bank supervision, policies, and risk measurements and management methods via organizing and overseeing FDIC Bank Research Conference.

Millennium Challenge Corporation — *Washington, DC*
IT Intern — *Jun 2016 – Aug 2016*

- Compiled and organized agency data for Threshold Program Application. Correct data errors and begin tickets for application issues and improvements.
- Conducted user acceptance testing for progress report and scorecard submission application.
- Developed process models using Visio to address scenarios related to workforce management.
- Participated and assisted with organizing daily scrum Enterprise Application team meetings.

Projects

Earthground

- Program that changes the desktop background to live images of Earth from GEOS-16 and Himawari-8 satellites updated every 10 minutes.

DropDown Game

- Developed top-down platform survival game in which players must survive without falling onto the bottom or being crushed from above. Platforms have unique interactions when players land on them and high achieving players can leave their mark by making it onto the high scores.