DAN **TADMOR**

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Driven data science engineer skilled at applying machine learning methods, developing code, breaking down complex concepts into understandable pieces, and communicating data science insights.

EXPERIENCE

Data Scientist, BJS WHOLESALE CLUB   **Mar '19 - Current**

- Increased revenue by $600K per month with a CART LTV segmentation model built in Scikit-Learn
  - Optimized model performance by evaluating demographic and behavioral features based on reliability, multicollinearity, model performance, and business sense
- Improved the targeting of 10% of members by identifying and resolving bugs in production models through rigorous ad-hoc analysis on AWS EMR clusters
  - Analyzed Recommender and Propensity model performance using F1 and ROC AUC scores, prediction shifts, and feature importance
- Designed and developed statistically sound longitudinal testing framework utilizing PySpark
  - Developed regression test suite with the Python Unittest library and determined code checks and process to ensure correct execution
- Reduced team workload by 5 hours per week by developing code which increased accuracy and user-friendly outputs of AB test measurements

Data Science Contractor, IROBOT   **Nov '18 – Mar '19**

- Predicted customer satisfaction using clustering and classification models on user behavior to help automate customer communication
- Collaborated with members of marketing, engineering, and data teams to understand how to best define and solve problems with data

Teacher | Team Leader, MCAULIFFE CHARTER SCHOOL   **Aug '12 – Aug '18**

EDUCATION

MS Computer Science, GEORGIA INSTITUTE OF TECHNOLOGY   **Aug '19 – Dec '22**
Artificial Intelligence, Reinforcement Learning, Computer Vision, AI for Robotics – 4.0 GPA

Data Science Immersive, GENERAL ASSEMBLY   **July '18 – Oct '18**

MAT Elementary Education, NORTHEASTERN UNIVERSITY   **Sept '10 – Aug '11**

BS Mathematics, UNIVERSITY OF ILLINOIS AT URBANA – CHAMPAIGN   **Aug '05 – May '09**

SKILLS

- Coding Languages: Python (Pandas, PySpark, Scikit-learn, OpenCV, Plotly, Keras), SQL, C++
- ML Techniques: Linear Models, Regularization, CART, SVMs, Neural Networks, Clustering, PCA
- Technologies: Jupyter, Git, AWS EMR, AWS S3, Redshift, Hadoop, Spark, Jenkins

PROJECTS

NBA Player Growth
Predicted future NBA player performance in advanced analytic metrics through scraping player tracking data, creating weighted features, and applying regularized regression at an improvement of up to 26% over baseline predictors.

Lunar Lander
Trained a computer agent to consistently land a spacecraft in a target zone using Deep Q- Learning. Carefully tuned and applied epsilon-greedy decay, action replay, and weighted experiences.

Google Foobar
Completed all 5 levels of increasingly difficult Google coding challenges in Python. Combined knowledge of group theory and search algorithms to complete challenges with minimal code and within the required time limit.