John A. Schulz

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Education:

University of California, Berkeley

Master of Information & Data Science	*Summer '21*
GPA: 4.00	
Bachelor's in Computer Science	*Summer '20*
GPA: 3.50	

Skills:

Python, Machine Learning, Java, JavaScript, React.js, Golang, Django, C, HTML, CSS, Github, NumPy, Pandas, Scikit, SQL, API's

Professional Experience:

Sony Music Entertainment (Arista Records)   *December '19 - present*
Data Science Consultant |
- ▪ Responsible for delivering daily analytics on trending music and potential artists for Arista Records to acquire.
- ▪ Building analytical tools using web scrapping, APIs, and many python packages to recognize trends and deliver data.

Google Online Marketing Challenge, Berkeley, California   *August '19 - December '19*
Undergraduate Researcher |
- ▪ Selected among 300 candidates to participate in the Google Online Marketing Challenge with three fellow students.
- ▪ Paired with a non-profit and given $10,000 to further develop and increase the efficiency of their advertising scheme.

CS61B : Data Structures, Berkeley, California   *January '19 - December '19*
Computer Science Mentor |
- ▪ Independently teach weekly six student discussions to cover course material and plan review sessions for exams.
- ▪ Help create review worksheets on important data structures that are covered throughout the course.

Dean's Office, College of Engineering, Berkeley, California   *August '18 - May '19*
Assistant |
- ▪ Managed various projects including data entry, tracking budgets, online research, web-editing, and event preparations.
- ▪ Applied expertise in SQL, Python, Excel, HTML/CSS, and the Adobe Suite to expedite project development process.

CS61A : The Structure & Interpretation of Computer Programs, Berkeley, California *August '18 - May '19*
Academic Intern |
- ▪ Instructed weekly labs and office hours for CS61a, the first and most important Computer Science course at Berkeley.
- ▪ Sacrificed personal work to assist students in understanding concepts and completing very difficult course projects.

Schmooze, Berkeley, California   *October '17 - March '18*
Product Development and Marketing |
- ▪ Learned and applied Swift, Objective-C, and version control during the development of the company iOS app.
- ▪ Brainstormed and worked collectively with a group of 10 experienced programmers through GitHub.

Project Experience:

File Sharing | A web application to securely share and edit files between multiple users.   *April '20*
Golang, Public and Private Key Encryption, Hash-based Authentication, Digital Signatures, SQL Injection and XSS Defense

Pacman | The game of Pacman configured with search algorithms and reinforcement learning.   *October '19*
Python, Game Trees, Minimax, Alpha-Beta Pruning, AI, A* search, Value Iteration, Policy Iteration, Q-Learning

SpotifyUp | Web application for users to login with Spotify, see their playlists, and filter with keywords.   *July '19*
JavaScript, React, Heroku web hosting, Spotify API, Promises, Map/Reduce, HTML, CSS

Car with Speech Recognition | Car built from circuit components controlled by voice commands.   *April '19*
C, Feedback Control, Band Pass Filters, Principal Component Analyses, Single Value Decomposition, Discrete Fourier Transformations

Twitter Tweet Analyses | Generates a graph comparing likes and retweets of any twitter account.   *April '19*
Python, Twitter API, NumPy, Pandas, user input, command line prompts

Completed Course Work:

- ▪ CSW186: Database Systems
- ▪ CS161: Computer Security
- ▪ CS188: Artificial Intelligence
- ▪ DATAC100: Principles & Techniques of Data Science
- ▪ CS61C: Great Ideas in Computer Architecture
- ▪ EE16A/B: Designing Information Devices and Systems
- ▪ CS61B: Data Structures
- ▪ CS61A: The Structure & Interpretation of Computer Programs