

Martin Carrington

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Technical Skills

PROGRAMMING LANGUAGES AND SKILLS: Python | R | Scala | Java | SQL | C | Bash | Git | Docker | Databricks | Azure
DATA SCIENCE: Pandas | NumPy | SciPy | Scikit-Learn | Data Visualization (Matplotlib) | Data Engineering | PySpark
MACHINE LEARNING: Time-Series Analysis | Random Forest | SVM | Naïve Bayes | Unsupervised Learning (Clustering, PCA) | Neural Networks (CNN, RNN) | TensorFlow

Education

M.Sc. in Computer Science | University of Toronto | June 2019

B.Sc. in Mathematical Physics | Queen's University | June 2017

Experience

KAISER PERMANENTE

December 2021 –

Data Scientist

- Works with large databases of healthcare data. Writes R, Python, and SQL code to support the data science team in the creation of products/dashboards. Develops analytics from many gigabytes of health records.
- Builds data pipelines, trains, tunes and evaluates ML models (sklearn, AutoML), develops custom deployment and monitoring (Python) code on Azure/Databricks and other platforms.

FABRIIK (THE BAYESIAN GROUP)

May 2020 – August 2021

Data Scientist/Quantitative Analyst

- Responsible for developing, backtesting, and assessing the risk of new trading algorithms. Performed data-driven research on the fundamental drivers of cryptocurrency asset prices using statistics/machine learning.
- Developed robust predictive models based on financial time-series and sentiment (NLP) data. Used Pandas and Scikit-Learn to create decision tree and linear regression models. Used Matplotlib and Seaborn to visualize key findings and share results. Worked with DevOps to deploy code into production (Docker, Kubernetes).

THE DATA INCUBATOR

January 2020 – March 2020

Fellow

- Admitted to highly selective program (acceptance rate ~2-3%) for graduate students transitioning to industry.
- Completed capstone project which involved using machine learning techniques on many gigabytes of real-world data from Yelp to help businesses understand and improve their ratings.

UNIVERSITY of TORONTO

September 2017 – February 2019

Research/Teaching Assistant

- Worked with the supervisor and other graduate students on mathematical modeling of online social network evolution. Wrote MATLAB and Python code to simulate network community dynamics and test hypotheses.
- Led tutorials, graded exams, and provided supplementary academic support for undergraduate students enrolled in Computer Science courses.

Achievements

- Conference paper: Martin Carrington, Peter Marbach. Community structures in information networks. In: Game Theory for Networks – 8th International EAI Conference, GameNets 2019.
- Created “The Matrix App” for Android users. The application allows for basic manipulation of matrices.