Martin Carrington

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Technical Skills

PROGRAMMING LANGUAGES AND SKILLS: Python | R | Java | SQL | HTML | C | Bash | Git | Github | Docker
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.

FABRIIK (THE BAYESIAN GROUP) **April 2020 – August 2021**
Data Scientist

- 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).
- Created trading/monitoring dashboards (Flask, Dash, FastAPI). Worked closely with Python developers.

THE DATA INCUBATOR **January 2020 – March 2020**
Fellow

- 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.
- Successfully completed mini-projects about "data wrangling" with Python, SQL, PySpark, Deep Learning, and statistical modeling.

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 development. 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.