

Martin Carrington

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Technical Skills

PROGRAMMING LANGUAGES: Python | Java | MATLAB | SQL | HTML | C | Bash

DATA SCIENCE: Pandas | NumPy | SciPy | Scikit-Learn | Data Visualization (Matplotlib) | Data Engineering | PySpark

MACHINE LEARNING: Time-Series Analysis | Random Forest | K-means | 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

BAYESIAN GROUP

April 2020 –

Data Scientist (Contractor)

- Responsible for developing, backtesting, and assessing the risk of new trading algorithms. Performing data-driven research on the fundamental drivers of crypto asset prices using machine learning.

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 miniprojects about “data wrangling” with Python, SQL, PySpark, Deep Learning, and statistical modeling.

TESTPRO.IO

October 2019 – November 2019

Java Instructor

- Taught Core Java and coding fundamentals to aspiring QA professionals enrolled in a coding bootcamp.
- Developed course material, lecturing techniques, and graded homework assignments for the course “Automation with Selenium and Java” to ensure the students’ successful completion of the course.

UNIVERSITY of TORONTO

September 2017 – February 2019

Research/Teaching Assistant

- Worked with the supervisor and graduate students on research projects focused on mathematical modeling and online social network development.
- Wrote MATLAB and Python code to simulate community dynamics and test theoretical hypotheses regarding mathematical models.
- 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.
- Ranked in the top 50 participants of MATLAB’s online “Cody” programming competition.
- Created “The Matrix App” for Android users. The application allows for basic manipulation of matrices.