MATTHEW LEVINE

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Education

Boston University - B.A. Computer Science and Statistics — Jan 2025

- GPA: 3.60 / 4.00
- **Coursework:** Data Structures, Algorithms, Data Science, Probability, Computer Systems, Linear Algebra, Machine Learning, Linear Models, Database Systems, Distributed Systems
- **Honors:** Dean's List (Fall 2021, Spring 2022, Fall 2023, Fall 2024)
- **Organizations:** Data Science Club, AI Society

Experience

Schaefer City Technologies — Mar 2023 – Present
Data Science Intern — Mar 2023 – Dec 2024
Data Science Engineer — Jan 2025 – Present

- Processed and parsed large datasets using Pandas and SQL to extract patterns and communicate insights with to data and business teams, improving core model predictive performance by over 10%
- Built and prototyped machine learning models in Python with TensorFlow; integrated experiments into a reproducible ML workflow, reducing errors and enhancing predictive accuracy
- Developed an NLP model for analyzing court case summaries, boosting predictive accuracy by 5%
- Initiated and led development of a featurization pipeline with open-source LLMs and PyTorch for large-scale processing of unstructured text data on an AWS cloud server; optimized runtime by over 200% using CUDA GPU acceleration

Projects

Box Score Data Scraper and Models

- Developed a data pipeline to scrape and analyze 13,000+ NFL boxscore games in Python with Pandas and BeautifulSoup
- Designed models with XGBoost and TensorFlow to predict field-goal success probability
- Generated a dashboard with Power BI to visualize data and trends in various box score statistics

Credit Card Fraud Detection

- Mined 60,000+ credit card transactions using Pandas and Matplotlib to identify trends and patterns related to fraud
- Constructed and fine-tuned a credit card fraud detection model using XGBoost and Scikit-learn
- Achieved a 0.99 F1 score and placed 1/150 participants in a class Kaggle-style data science competition

Tic-Tac-Toe

- Created a Tic-Tac-Toe game using C++, featuring a challenging AI opponent implemented with a minimax algorithm
- Built a user-friendly graphical interface with interactive gameplay and smooth visual transitions

Boston Housing Price Analysis (Class Project)

- Collaborated in an Agile, product focused team environment, aligning deliverables with project goals and presenting actionable recommendations to Boston city planners
- Led data analysis efforts and assembled interactive dashboards with Python and Power BI to identify key drivers of housing prices, enabling data-driven recommendations and supporting city planning initiatives

Skills

Languages: Python, Java, C, C++, SQL, R

Libraries/Packages: TensorFlow, PyTorch, NumPy, SciPy, Scikit-learn, Pandas, Matplotlib

Tools: Git, Linux, Unix, NoSQL, MySQL, Excel, Power BI, CUDA, AWS, MongoDB

General: Unit Testing, Agile Development, Multithreading, ETL Processes, MLOps