AUSTIN MIN

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EDUCATION

Santa Clara University, College of Arts and Sciences — Expected Dec 2025
Computer Science, B.S. | Minors in Mathematics, Computer Engineering | GPA: 3.75 — *Santa Clara, CA*
Relevant Coursework: Data Science, Web/Data Mining, Applied ML, Algorithms, OS, Computer Graphics
Activities: Association for Computing Machinery, BroncoSec (BroncoCTF 2023 1st place), Math/CS Society

EXPERIENCE

Sports Science Data Analytics Intern — Nov 2024 - Present
Santa Clara University Athletics — *Santa Clara, CA*
- Retrieved and processed >1m rows of GPS data from Catapult's APIs to generate heatmaps, scatterplots, and other visualizations to discover valuable insights for men's soccer coaching and training staff
- Built 3 ML models to predict match outcomes given game and player statistics from 50+ past matches

Computing Intern — June 2024 - Sep 2024
Lawrence Livermore National Laboratory — *Livermore, CA*
- Constructed a system for FN hires that sends approval requests to managers, processes approvals, and notifies completion of the process automatically using Power Platform, cutting labor by more than 50%
- Innovated the AGA ECM process by adding automated check-in date notifications and data processing using PPAF and a custom UI with PowerApps to improve efficiency in the director's office division

Data Analyst Intern — June 2023 - Nov 2023
Trane Technologies — *San Jose, CA*
- Employed HTML/PPAF to create an automated delivery tracking system with Oracle ERP for customers
- Generated inventory/sales reports of 100k+ items using SQL and Python to assist supply management
- Performed inventory updates and closings through ERP system to support the accounting sector

PROJECTS

Steam Game Recommender — Feb 2025 - Mar 2025
- Conducted data preprocessing on 97k+ Steam games and analyzed vocabulary associations with ARM
- Created, analyzed, and tested a weighted IR model using SBERT and relevance feedback to return game recommendations similar to a game description query with high similarity scores for the 7 query types

Pre-Release Movie Ratings Predictor — Oct 2024 - Dec 2024
- Processed 17k+ rows of raw data by using feature selection/evaluation, encoding, and normalization
- Trained 8 ML models on preprocessed data and used visualization methods to decide optimal models, resulting in ~85% accuracy, and tested models on 4 upcoming movies to predict their future ratings

Social Network App Model — May 2023
- Applied friend network, post and comment, and profile functionalities using graph algorithms, polymorphism, and embedded data structures for a set of 100+ model users through Qt software

Fastest Route Calculator Website — Nov 12-13, 2022
- Developed a real-time traffic-mapping website using INRIX and Google Maps APIs with shortest route display, location and destination search functionality, and ETA calculator through React and Postman

SKILLS

Languages: Python, C, C++, SQL, HTML, CSS, Javascript, Java, Dart, Luau, Bash, Verilog, Assembly, Chinese
Technologies: Git, GitHub, Jupyter, MySQL, scikit-learn, pandas, React, Flutter, Vercel, Postman, Docker, Firebase, Linux, Unix, Minix, NLTK, Three.js, SVG, Qt, PPAF, IBM Quantum, Figma, WebGL, Vue.js, CAD
Other: 2D/3D animation, Web Design, QA Testing, Agile SDLC, Cryptography, LLMs, OSINT, LaTeX, RegEx, Circuit Design, Notion, Math Finance, OBS, Video Editing, Audacity, 3D printing, CAPMT Piano Level 12