## Qinzhe Wang

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EDUCATION					
2019.08-2022.05	<b>Duke University</b>	<b>Master of Science</b>		Durham, NC	
Statistics (STEM)	GPA 4.0/4.0				
Relevant Courses: Machi	ne Learning, Bayesian Statistics, N	atural Language Processing, Data Con	sulting, Hierarchical Models, Time Serie	s Analysis, Statistical	
Decision Theory, Missing	g Data, High-dimension Data, Math	nematical Analysis, APP Develop			
2014.08-2019.05	Indiana University	<b>Bachelor of Science</b>		Bloomington, IN	
Triple major: Statist	tics, Mathematics, and Econ	omics, with a Business Minor	GPA 3.9/4.0		
Honors: Phi Beta Kappa Honor Society, Founders Scholar for Sustained Academic Excellence 2018 & 2019, Dean's List (recipient for 7 semesters)					
Relevant Courses: Machi	ne Learning, Statistical, Time Serie	es Analysis, Big Data, Bayesian Statist	ics, Statistical Consulting, Linear algebra	, Game Theory	
WORK EXPERI	ENCE				
2021.04-2021.08	Huatai Secur	rities Quantitati	ve Research Intern	Shanghai, China	
<ul> <li>Assisted to appreciate</li> </ul>	ply multi-factor analysis and	feature selection based on ove	r 200,000 credit debt market data	a; validated and	
enhanced statistical soundness and conceptual stability of existing high & low-frequency bond trading strategies					
• Simulated diff	erent portfolio constructions	with Monte-Carlo algorithm a	nd portfolio optimization technic	jues to predict the	
future moveme	ent of returns; assessed the i	nfluence of COVID-19 by time	series analysis		
• investigated er	npirical relationships betwee	en bonds' yield and other featu	res including macroeconomic en	vironment,	
industry status	, and company's non-system	natic risks	as Intonn	Politing China	
<ul> <li>Analyzed relat</li> </ul>	rionshin between the Cost Pu	er Million (CPM) and users' tag	g (general information consumption	tion	
pattern and searching behavior) based on the industry research: integrated social science (potential social influence					
& homogeneit	& homogeneity) with statistical science (Distance Correlation & Spearman Correlation) to cluster existing				
customers, dev	velop potential markets, and	set up recommendation system	<i>و</i> ا	,	
• Trained linear	Support Vector Machine, R	andom Forest, Naïve Bayes, G	BDT, XGBoost models based on	over 4	
million observ	ations to improve the precis	ion of advertising technology, i	increased the average conversion	rate of	
video ads by 2	7.4%		-		
Identified targe	et audiences to match the pe	rsonas; participated in creating	optimal strategies for over 20 ad	lvertisers	
2018.06-2018.08	Flickering A	I Artificial I	ntelligence Intern	Shenzhen, China	
Identified pred	lictors consisted of each pixe	el using convolution and pooli	ng techniques and applied the pri	ncipal component	
analysis and fe	ature selection technique				
Utilized CNN	Deep Learning Method, Sup	port Vector Machine, and Rand	om Forest to build the artificial in	itelligence models	
for handwritte	n numeral recognition base	a on over 60000 observations	s; trained and cross-validated in	e performance of	
Developed a V	lig; performed root-cause an NeChot application named N	Arth LIEO in conjunction with	a small team of senior developer	Stoll by about 1970	
• Developed a v	ly attracted more than 1500	users. The full-scale application	n launched application market in	2019	
		users. The full-scale applicatio	in radioned application market in	2017	
PROJECT EAPE	<u>KIENCE</u>	- 4h - 11 Consult English ADD (D	· · · · · · · · · · · · · · · · · · ·	Death and NC	
2020.09-2021.04		otball Search Engine APP (R	sniny app)	Durnam, NC	
Application designed	a to serve jootball jans: pro	viae game information, aisplay	the data of teams & players with ad data through football A DL prov	i download function.	
• Developed all	application by K shirty app i	supported fuzzy inquiry for te	a data unougn tootball AFI, pres	senieu gaine	
charts and tag	clouds in the Ann	supported fuzzy inquiry for tea	anis & players, visualized player	statistics by fadal	
Applied K-me	ans clustering for players w	th dynamic diagrams based on	the similarity (goals scored assi	st numbers etc.)	
2020.08-2020.12	Ni	ews Popularity Project (Pvth	)n)	Durham. NC	
Project designed to	help authors on Mashable to	predict the click rates and to	determine whether their articles	will be popular.	
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- Performed exploratory data analysis with basic statistics plots (scatterplots and boxplots) and feature selection methodology in R to examine the most influential predictors
- Adopted multiple basic regression and machine learning methodologies like the Logistic Regression, Generalized Additive Model, Decision Tree, Random Forest, and Support Vector Machine to build classification methods
- Analyzed the accuracy of each model and selected the best model for prediction using cross-validation

## **ADDITIONAL INFORMATION**