Yang Chen

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Professional Summary

Data scientist and ML engineer with 2+ years of experience developing machine learning models, deep learning pipelines, and neural networks. Proven expertise in PyTorch, transformers, and production ML systems for real-time applications.

Education

Institute for Advanced Analytics, NC State   **June 2023 - May 2024**
Master's, Data Science

University of North Carolina - Chapel Hill   **August 2018 - December 2021**
Bachelor's, Computer Science   *GPA: 3.91*

Professional Experience

Fifth Third Bank   **Raleigh, NC, USA**
Data Scientist, MLOps   *June 2024 - Present*
- Optimized model pipeline for a real-time credit underwriting machine learning model, reducing individual customer processing time from 20 - 30 seconds to sub-second performance
- Built end-to-end ML pipelines for BERT-based transformer models using PyTorch, MLflow, Snowflake, Jenkins, and AWS SageMaker, developing search engine capabilities to serve 2M+ digital customers
- Supported product and engineering teams in deploying model services to production by gathering user requirements, configuring Docker containers, and setting up Jenkins pipelines
- Utilize dbt to support implementation of internal customer data products and feature store service

Macedon Technologies   **Remote**
Associate Software Consultant   *January 2022 - January 2023*
- Consolidated and optimized 3 legacy data systems into 1; reduced operational costs by 30% for the client
- Conducted user interaction experiments on full stack applications using Python, Java, and MySQL to increase interface and backend performance times by 15%

Credit Suisse   **New York, NY, USA**
Summer Technology Analyst   *June 2021 - August 2021*
- Conducted data analysis on SLA breaches across ten business departments which increased response times on application delivery by 40%
- Collaborated with 2 project teams to implement local interpretability for time series anomaly detection models using Python, H2O, LIME, and SHAP

Projects & Outside Experience

Gamesearch LLM - *Link to project*   *March 2025 - Present*
- Developed a hybrid semantic search engine with embedding retrieval workflows for discovering video games using Go microservices, LangGraph, FastAPI, Svelte, and MongoDB Atlas
- Created AWS deployment pipeline using Fargate containerization and CloudFront, implementing automated CI/CD workflows through GitHub Actions

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Skills

- **Languages:** Python, TypeScript, JavaScript, Go
- **Libraries & Frameworks:** Polars, Pandas, FastAPI, Svelte, PyTorch
- **MLOps:** Docker, MLflow, Snowflake, AWS, Git, Jenkins, SQL, MongoDB, Terraform, SageMaker