AUSTIN MIN

min.austin16@gmail.com ● austinmin.com ● github.com/au-s-ti-n ● linkedin.com/in/minaustin

EDUCATION

Santa Clara University, College of Arts and Sciences — Expected Dec 2025
Computer Science, B.S. | Minor: Mathematics | GPA: 3.74 — *Santa Clara, CA*
Relevant coursework: Data Structures, Data Science, OOP, Web and Data Mining, Embedded Systems, Operating Systems, Theory of Algorithms, Theory of Automata and Languages, Logic Design, Web Design
Activities: Association for Computing Machinery (ACM), BroncoSec (CTF 2023 1st place), Math/CS Society

EXPERIENCE

Sports Sciences Data Analytics Intern — Nov 2024 - Present
Santa Clara University Athletics — *Santa Clara, CA*
- Analyzing athletes' biometric data and performance metrics with trend analysis and data visualization to identify patterns and other insights to help athletic performance, recovery, and injury prevention

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, adding automated check-in date notifications and data processing using SPO/PA and a custom UI with PowerApps, improving efficiency in the director's office division

Data Analyst Intern — June 2023 - Nov 2023
Trane Technologies — *San Jose, CA*
- Created mass communication system with automatic delivery tracking/status emails to 100+ customers through the ERP system, improving customer connection efficiency and lowering manual effort
- Generated reports for inventory/sales records from company database (100k+ rows) using SQL and Python for data processing/visualization, assisting supply chain management and inventory decisions
- Performed inventory updates and closings through ERP system, assisting the accounting sector

PROJECTS

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, used visualization methods to decide optimal models, resulting in ~85% accuracy, and tested models on 4 upcoming movies to predict their ratings

Social Network Website — May 2023
- Constructed a UI using Qt framework to implement 10+ display features, increasing user engagement
- Applied friend network, post and comment, and profile functionalities using graph algorithms, polymorphism, and embedded data structures for 100+ model users, augmenting website experience

Fastest Route Calculator Website (INRIX Hackathon) — Nov 12-13, 2022
- Designed a dynamic traffic-mapping website using React and Google Maps API to show current traffic conditions on web page graphically and enable shortest route display and location search functionality
- Architected a fastest route algorithm to a given location using live traffic parameters from INRIX APIs

SKILLS

Languages: Python, C/C++, SQL, HTML, CSS, Javascript, Java, Dart, Luau, Verilog, Assembly, RobotC
Tech/DevOps: Git, GitHub, VS Code, Jupyter, MySQL, React, Flutter, Pandas, Matplotlib, NumPy, Sklearn, Postman, Flask, Docker, Linux, Qt Creator, GitHub Desktop, Vue.js, Three.js, Roblox Studio, Intel Quartus
Other: Microsoft Power Suite, Notion, CAD, LaTeX, video editing, OBS, breadboarding, soldering, cryptography, steganography, OSINT, encryption, Audacity, FPGAs, 3D printing, CAPMT Piano Level 12