

SIMON AYTES

(313) · 806 · 6429 ◊ simon@aytes.net

www.saytes.io ◊ /in/simonaytes

EDUCATION

Korea Advanced Institute of Science and Technology (KAIST)

M.S. in Artificial Intelligence.

Researcher at MLAI Lab. Advisor: Prof. Sung Ju Hwang.

Seoul, South Korea

Class of 2026

Lehman College, City University of New York

Bachelor of Science in Computer Science

Cumulative GPA: 3.9/4.0; *summa cum laude*

New York, NY

Class of 2022

PROFESSIONAL EXPERIENCE

Penta Group

Data Scientist

New York, NY

September 2021 – February 2024

- Developed an industry-first social listening tool targeting TikTok, utilizing AI-based machine transcription and topic-modeling algorithms to extract and track themes of conversation.
- Created and deployed a web-based solution to deliver analytical tools developed in Python to analysts; implemented interactive dashboards and enabled seamless data exploration and analysis.
- Pioneered novel analysis and data mining techniques for various media streams, including both traditional news media and social media content.

Wall Street Journal

Journo-Tech Fellow

New York, NY

August 2021 – December 2021

- Designed a machine learning model to predict an article's unique page views based on its headline, achieving a correlation coefficient of 0.85 with actual views.
- Utilized structured data from WSJ's databases to train the model and tested it on real-time data.
- Wrote and optimized SQL queries to segment data from existing databases, optimizing the data pipeline and reducing query response time by 50%.

NASA Langley Research Center

Mixed-Reality Research Intern

Hampton, VA

August 2019 - August 2021

- Designed and developed an applied data science VR application using Unity3D and Unreal Engine.
- Conducted stakeholder interviews to inform a user-centric development process.
- Conceptualized and developed a Virtual Reality prototype for data visualization and analysis.

PUBLICATIONS

Sarah M. Lehman, Newton H. Campbell, **Simon A. Aytes**, Mitchell Kirshner, and Anthony Arviola. "EnDEV: An Environment for Data Engineering in Virtual Reality." IEEE, 2021.

SKILLS

Programming Languages

Python, R, SQL, C#, C++, Git

Software

Jupyter Notebooks, Excel, Google Workspace, RStudio

Packages

Tensorflow, Scikit-Learn, Pandas, NLTK, Keras, Numpy

Spoken Languages

English (Native); German (Proficient); Korean (Elementary)