

# Caspian Copeland

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## EDUCATION

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### Georgia Institute of Technology

Bachelor of Science in Computer Science

Atlanta, GA

August 2021 – May 2025

### Georgia Institute of Technology

Masters of Science in Computer Science: Machine Learning

Atlanta, GA

August 2025 – December 2027

## EXPERIENCE

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### Data Scientist

June 2024 – September 2024

Lockheed Martin Internship - Active Secret Clearance

Remote

- Coordinated with cross-functional teams to understand data purpose and present findings
- Designed and implemented forecasting models using machine learning algorithms and time series analysis
- Investigated discrepancies across data sets, performing root cause analysis to improve data accuracy from 91% to 99.3% for data modeling
- Developed interactive Tableau dashboards for data visualization and interpretation to illustrate for stakeholders

### Software Developer

January 2023 – June 2024

Hip-Hop 2020 Innovation Archive

Atlanta, GA

- Orchestrated cross-disciplinary teamwork, involving four sub-teams, to create and curate a comprehensive Hip-Hop archive
- Extracted critical song data, including lyrics, producers, artists, and samples, through integration with AZLyrics and WhoSampled APIs
- Embedded OpenAI API for auto-annotating lyrics using retrieved data and hermeneutic prompts, expediting and enriching archive content

### Full-Stack Developer

January 2024 – May 2024

SpotSwap

Atlanta, GA

- Directed and mentored development of an iOS app to streamline apartment subleasing among 11 Georgia Tech students
- Leveraged Swift and Firebase to ensure seamless functionality and real-time data synchronization
- Collaborated closely with team members to iterate on features and enhance user experience
- Managed GitHub repository for version control and facilitated effective team collaboration throughout project lifecycle

### Lead Instructor

May 2018 – January 2021

Mathnasium

Sandy Springs, GA

- Led and customized tutoring sessions, collaborating with students and parents to tailor learning plans, assessed progress, resulting in an average 21% grade improvement and increased academic confidence

## PROJECTS

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### Bounce Blade | *C#, Unity*

- Implemented gameplay features including player controls, enemy path finding, combat systems, and dynamic audio integration
- Designed game levels, including hub, tutorial, and boss levels areas using ProBuilder and Unity asset packs
- Customized scripts to enhance gameplay with root motion NPC steering, projectile prediction models, and fluid animations

### LocoSearch | *Java, Spring Boot, Maven, React, TypeScript*

- Utilized Google Places API to fetch location data; displayed desired results on an interactive map
- Improved user experience by resolving bugs such as unfreezing/centering map, and refining OAuth redirects
- Optimized front-end responsiveness and popup alignment by migrating Google Maps React plugin to Leaflet

## TECHNICAL SKILLS

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**Programming:** Java, Python, C, C#, Swift, SQL, JavaScript, HTML, CSS

**Software Tools:** Git, Unity, React, Vite, Tailwind, Spring Boot, Firebase, MySQL, NumPy, Jupyter, pandas, Tableau

**Clubs and Interests:** First-Gen Student Initiative, iOS Club, Mentor Jackets, Rock Climbing, Cooking, Music