Corwin Dark

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EXPERIENCE

PlayStation   **Seattle, WA**
Data Scientist 2, Strategic Insights   March 2025 – Present
- Delivered analysis on pressing topics, returning conclusions within 24 hours on company-wide strategic questions, with results going to leadership including PlayStation's CEO and head of PlayStation Studios
- Owned data science function of title evaluations, automating existing process and optimizing SQL queries for a 90% reduction in time spent, enabling reviews of 29 future games totalling >$1B in investment
- Collaborated closely with game studio, Product, and Portfolio teams to design quasi-experimental answers to questions ranging from IP selection and content ratings, to promotional pricing and audience engagement, justifying changes in production decisions for at least 6 titles
- Pioneered the first time series forecasting approach to daily revenue and engagement within PlayStation studios, enabling attribution of $80M in incremental impact, with additional use-cases in development

Federal Reserve Bank of New York   **Chicago, IL**
Summer Associate, Market Data Engineering   June 2024 – August 2024
- Developed an automated ETL pipeline in Python for ~400 features pulled from financial APIs, cleaning and transforming 10 years of high frequency data, automating forecasts, and storing the results in a new relational database, reducing the time to investigate market events from hours to minutes
- Consolidated monitoring of 22 emerging markets into a single Tableau dashboard, covering FX positioning and international capital flows for direct use in preparing a regular briefing to the FOMC
- Socialized the Tableau dashboard, presenting to Bank leadership to communicate the tool's relevance for organizational priorities, leading to adoption by directors on 2 outside teams

Moonshot Global Consulting   **Washington, DC**
Data Science Associate   April 2021 – July 2023
- Promoted to Associate one year early due to cross-functional contributions across a half-dozen projects, after starting as the firm's most junior hire to date and receiving top-end performance reviews each cycle
- Engineered the first quantitative review of the Australian Government's $100M blended finance portfolio, identifying structures that returned 300% more capital than the portfolio's average
- Audited non-profit organizations' impact data, overseeing experimental design and running two-sample tests to demonstrate program efficacy, unlocking at least $150,000 in conditional funding per case
- Streamlined risk management in the due diligence process of early-stage investments for USAID's Development Innovation Ventures unit, using logistic regression in R to identify underperforming grants

EDUCATION

Georgetown University   **Washington, DC**
Master's of Science in Data Science and Analytics   August 2023 – April 2024
GPA: 4.0/4.0, Relevant Courses: Deep Learning, Generative AI Applications, ML Application Deployment

American University   **Washington, DC**
Bachelor of Arts in International Relations, Minor in Data Science   August 2018 – December 2020
GPA: 3.92/4.0, graduated *summa cum laude* in 2.5 years, Presidential Scholarship, Regional Studies Award

TECHNICAL SKILLS

Languages – Python, SQL, R, and OJS for data science, Lua and C# for game design
Most Used Packages – Scikit Learn, Darts, Langchain, PySpark, Keras, Streamlit and PyTorch
ETL & BI: Streamlit, Tableau, PowerBI, Looker and Domo

PROJECTS

ChessMate: GenAI Chess Instructor   January 2025 – April 2025
- Agent that plays and discusses chess with the user. Built with Langchain and AWS Bedrock, features include RAG over Pinecone database of games, tool usage, and responses finetuned locally via Ollama

Game Development and Ownership, Roblox Platform   April 2021 – March 2025
- Created and monetized games on the Roblox platform, building projects with 20,000+ lines of Lua code and iterating product offerings through A/B testing to improve advertising return by 300%