

Phillip Lagoc

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Summary

Machine Learning Engineer with 4+ years of experience building scalable ML and NLP systems for large-scale data enrichment and product development. Proven track record in delivering production-ready pipelines using Python, scikit-learn, and OpenAI's GPT models. Career highlights include launching a stand-alone ML-powered taxonomy product and automating high-impact analytics workflows, generating \$400K+ in revenue. Adept at cross-functional collaboration, technical documentation, and supporting non-technical stakeholders. Passionate about applying LLMs and data-driven strategies to solve real-world problems.

Work Experience

ML and AI Analytics Engineer, Gaming | *Sensor Tower*

Nov. 2020 - Present

- Spearheaded the development of an LLM pipeline using OpenAI's GPT models for multi-class classification tasks, expanding taxonomy coverage by 1M+ games with an average F1 score of 80%.
- Pioneered and delivered AI-driven solutions to automate taxonomy classification and enrichment, enabling the successful launch of our taxonomy as a stand-alone product offering.
- Led weekly Game IQ team meetings to improve alignment, foster cross-functional problem-solving, and drive faster decision-making across product and AI-driven initiatives.
- Built a custom scikit-learn model to automate data tagging with 95% accuracy, reducing manual effort and accelerating delivery of a report that generated over \$400K in sales opportunities.
- Improved maintainability of legacy Ruby and Python scripts by modularizing redundant logic, reducing runtime by ~30 seconds and enhancing long-term scalability.
- Developed Python, Ruby, and MongoDB scripts to automate manual tasks for non-technical teams, significantly improving workflow efficiency and reducing turnaround times.
- Created custom Python solutions using internal APIs for non-technical clients, and authored detailed documentation to support functionality and use-case adoption.
- Conducted in-depth research on mobile gaming trends, directly informing development of data-driven features such as live events dashboards.
- Partnered with cross-functional teams to define modeling requirements and streamline client communication, contributing to timely and successful data product delivery.

Research Data Analyst | *Machine Learning for Social Science Lab (MSSL)*

Jan. 2019 - Sep. 2020

- Evaluated the performance of MSSL's temporal tagger against other leading taggers to determine how to improve temporal annotation performance of online documents using tidyverse in R.
- Reduced false positive tag rate by 56% to improve data tagging quality after visualizing the performance of current data preprocessing code in ggplot2 and altering it in R.
- Optimized data gathering time by cutting operational costs in half after visualizing operational costs of different AWS EC2 instance types using matplotlib.

Projects

Warzone Tableau Dashboard

Jun. 2020 - Jul. 2020

- Visualized my performance from the Call of Duty: Modern Warfare Warzone gamemode with Tableau to determine avenues of improvement for my playstyle and team contribution in order to optimize match results.
- Utilized rapidapi to access previous match history and developed pandas code to preprocess the retrieved data.
- Leveraged actionable insights such as improving map positioning and awareness to increase placement in the top ten teams by 60%.

Education

Georgia Institute of Technology

M.S. Computer Science

Atlanta, GA

Coursework: Machine Learning, Robotics, Game Development

Aug. 2024 - Present

University of California, San Diego

B.S. Cognitive Science, w/ Specialization in Machine Learning and Neural Computation

La Jolla, CA

Coursework: Machine Learning, Artificial Intelligence, Data Structures & Algorithms

Sept. 2016 - Jun. 2020

Skills

Languages: Python, C/ C++, Java, R, HTML/ CSS/ JavaScript, Ruby, SQL, C#

Frameworks and Libraries: pandas, scikit-learn, matplotlib, PyTorch, Flask, tidyverse, MongoDB, Clickhouse

Software: Tableau, Jupyter Notebook, Git, Visual Studio, Eclipse, Mode Analytics, rapidapi, Unity

Cloud: Amazon Web Services (EC2, S3)