HOANG THAI DAO (Daryl)

Dynamic Data Scientist and Football/Soccer Analyst with over 3 years of experience in sport analytics and 2 years in data science. Proficient in Python, TypeScript, SQL, with a proven track record in enhancing sport performance and recruitment using data and developing scalable web applications.

Email: daohoang.thai@gmail.com **Portfolio**: https://daryldao.com **GitHub**: https://github.com/daryl-g

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EXPERIENCE

Entain Australia & New Zealand

Brisbane, Australia

Data Scientist - Full-time

August 2024 – present

- Develop and maintain appropriate reporting solutions using BI platforms such as Databricks.
- Develop, maintain and upgrade the machine learning client ratings model in Python & Go.
- Surface accurate and timely data to relevant stakeholders throughout the business.
- Improve efficiencies in workflows through automation of manual and semi-automated processes using Lens, Kubernetes, GitLab.
- Develop, optimise and maintain pricing algorithms across racing and sports products.

Kashy Australia

Brisbane, Australia

Software Developer - Freelance

January 2024 – present

- Develop a web-based application and a customer-facing website using React TypeScript for the frontend and Express|S for the backend and API.
- Develop and maintain the company's relational database on MySQL and integrate with existing workflows.
- Design application interface using Figma.
- Provide support and assistance for Capstone students from QUT.

BSD Robotics

Brisbane, Australia

Software Developer - Contracted

March 2024 - July 2024

- Developed a web-based application using React TypeScript and ExpressJS.
- Integrated the newly-developed relational database into the company's existing workflow.
- Developed low-fidelity and high-fidelity application prototypes using Figma.

Brisbane Roar Football Club

Brisbane, Australia

Recruitment Analyst - Freelance

December 2023 - February 2024

- Scraped and visualized data using Python and Matplotlib to assist data-driven decision-making in player recruitment.
- Created player shortlists matching requirements from the club's Chief Operating Officer.

Brisbane Olympic Football Club & Melbourne Knights Football Club

Brisbane, Australia

Performance Analyst - Volunteer

January 2020 – September 2023

- Visualised data using Python and Matplotlib to generate insights for team and player performance.
- Created a data dashboard using Python and Streamlit to assist the decision-making process.
- Finished runners-up at three consecutive NPL Queensland Grand Finals with Olympic FC, while contributed to Melbourne Knights' achievement of reaching the semi-final of the 2023 Australia Cup.

EDUCATION

QUT - Queensland University of Technology

Bachelor of Information Technology – with Distinction

Brisbane, Australia June 2020 – July 2024

- First major: Computer Science; Second major: Data Science
- Coursework: Database Management, Algorithms & Complexity, Web Computing, Software Development, Parallel Computing, Machine Learning, Data Analysis, Visualizing Data.

PROJECTS

Data-driven Football Dashboard (Python & Streamlit)

December 2021 – April 2022

https://darylgouilard-vietnamdataapp-landing-page-iudn3r.streamlitapp.com/

- Scraped, processed data using Python and visualized data using Matplotlib and Plotly.
- Created a front-end dashboard using Streamlit to host the data and the visualisations.
- Integrated the project into Snowflake and established an automated workflow using GitHub Actions.

QUT Capstone Project with Kashy Australia (TypeScript + ExpressJS)

February 2023 - February 2024

- Revamped and developed a customer-facing front-end using React TypeScript for Kashy Australia.
- Integrated ExpressJS for back-end routing and interacting with the database to fetch and send data.
- Integrated SEO for the website and made the website mobile-friendly using Google Workbox.

Opta Forum 2023 (Python + Google Cloud)

November 2022 - March 2023

https://www.statsperform.com/resource/final-pro-track-presentations-confirmed-for-the-2023-opta-forum

- Title: Using Data to Evaluate the Efficiency of Channel Attacks and Defence
- Used tracking and event data to identify and evaluate efficiency of channel runs in attack and defence.

Puzzle-solving Halloween-themed Game (Godot Engine + Blender)

October 2024

https://github.com/daryl-g/30-Days-of-Game-Dev-Challenge

- Created 3D models using Blender that contributed to the world environment of the game.
- Developed elements, player, and objects for the game using Godot Engine and GDScript.

SKILLS

LANGUAGES

- Data Science: Python, R, Tableau, Databricks
- Database Management: SQL, Snowflake
- Software Development: C#, C++, Golang
- Web Development: TypeScript, React, ExpressJS
- Game Development: Godot, GDScript
- Cloud Computing: AWS, Snowflake, Kubernetes
- Source Control & Automation: GitHub, GitLab
- Collaboration: Jira, Confluence, Trello

- Vietnamese (Native)
- English (Proficient) IELTS: 8.0
- German (Elementary)

REFERENCES

Available upon request.