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~~To give an idea about my job search process if it gives anyone a perspective being in a similar position, I applied for a total of 222 positions in the areas of Data Science, ML Engineering, Data Engineering, and a handful of Software Development positions as well (CV was same for every application and cover letter was modified a little bit depending on the company - in most cases, it was also ...~~

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Summary Machine Learning in Action is unique book that blends the foundational theories of machine learning with the practical realities of building tools for everyday data analysis. You'll use the flexible Python programming language to build programs that implement algorithms for data classification, forecasting, recommendations, and higher-level features like summarization and simplification. About the Book A machine is said to learn when its performance improves with experience. Learning requires algorithms and programs that capture data and ferret out the interesting or useful patterns. Once the specialized domain of analysts and mathematicians, machine learning is becoming a skill needed by many. Machine Learning in Action is a clearly written tutorial for developers. It avoids academic language and takes you straight to the techniques you'll use in your day-to-day work. Many (Python) examples present the core algorithms of statistical data processing, data analysis, and data visualization in code you can reuse. You'll understand the concepts and how they fit in with tactical tasks like classification, forecasting, recommendations, and higher-level features like summarization and simplification. Readers need no prior experience with machine learning or statistical processing. Familiarity with Python is helpful. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside A no-nonsense introduction Examples showing common ML tasks Everyday data analysis Implementing classic algorithms like Apriori and Adaboos Table of Contents PART 1 CLASSIFICATION Machine learning basics Classifying with k-Nearest Neighbors Splitting datasets one feature at a time: decision trees Classifying with probability theory: naïve Bayes Logistic regression Support vector machines Improving classification with the AdaBoost meta algorithm PART 2 FORECASTING NUMERIC VALUES WITH REGRESSION Predicting numeric values: regression Tree-based regression PART 3 UNSUPERVISED LEARNING Grouping unlabeled items using k-means clustering Association analysis with the Apriori algorithm Efficiently finding frequent itemsets with FP-growth PART 4 ADDITIONAL TOOLS Using principal component analysis to simplify data Simplifying data with the singular value decomposition Big data and MapReduce

A richly-illustrated, full-color introduction to deep learning that offers visual and conceptual explanations instead of equations. You'll learn how to use key deep learning algorithms without the need for complex math. Ever since computers began beating us at chess, they've been getting better at a wide range of human activities, from writing songs and generating news articles to helping doctors provide healthcare. Deep learning is the source of many of these breakthroughs, and its remarkable ability to find patterns hiding in data has made it the fastest growing field in artificial intelligence (AI). Digital assistants on our phones use deep learning to understand and respond intelligently to voice commands; automotive systems use it to safely navigate road hazards; online platforms use it to deliver personalized suggestions for movies and books - the possibilities are endless. Deep Learning: A Visual Approach is for anyone who wants to understand this fascinating field in depth, but without any of the advanced math and programming usually required to grasp its internals. If you want to know how these tools work, and use them yourself, the answers are all within these pages. And, if you're ready to write your own programs, there are also plenty of supplemental Python notebooks in the accompanying Github repository to get you going. The book's conversational style, extensive color illustrations, illuminating analogies, and real-world examples expertly explain the key concepts in deep learning, including:

- How text generators create novel stories and articles
- How deep learning systems learn to play and win at human games
- How image classification systems identify objects or people in a photo
- How to think about probabilities in a way that's useful to everyday life
- How to use the machine learning techniques that form the core of modern AI

Intellectual adventurers of all kinds can use the powerful ideas covered in Deep Learning: A Visual Approach to build intelligent systems that help us better understand the world and everyone who lives in it. It's the future of AI, and this book allows you to fully envision it. Full Color Illustrations

Deep learning doesn ' t have to be intimidating. Until recently, this machine-learning method required years of study, but with frameworks such as Keras and Tensorflow, software engineers without a background in machine learning can quickly enter the field. With the recipes in this cookbook, you ' ll learn how to solve deep-learning problems for classifying and generating text, images, and music. Each chapter consists of several recipes needed to complete a single project, such as training a music recommending system. Author Douwe Osinga also provides a chapter with half a dozen techniques to help you if you ' re stuck. Examples are written in Python with code available on GitHub as a set of Python notebooks. You ' ll learn how to:

- Create applications that will serve real users
- Use word embeddings to calculate text similarity
- Build a movie recommender system based on Wikipedia links
- Learn how AIs see the world by visualizing their internal state
- Build a model to suggest emojis for pieces of text
- Reuse pretrained networks to build an inverse image search service
- Compare how GANs, autoencoders and LSTMs generate icons
- Detect music styles and index song collections

Summary Introducing Data Science teaches you how to accomplish the fundamental tasks that occupy data scientists. Using the Python language and common Python libraries, you'll experience firsthand the challenges of dealing with data at scale and gain a solid foundation in data science. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Many companies need developers

with data science skills to work on projects ranging from social media marketing to machine learning. Discovering what you need to learn to begin a career as a data scientist can seem bewildering. This book is designed to help you get started. About the Book **Introducing Data Science** Introducing Data Science explains vital data science concepts and teaches you how to accomplish the fundamental tasks that occupy data scientists. You'll explore data visualization, graph databases, the use of NoSQL, and the data science process. You'll use the Python language and common Python libraries as you experience firsthand the challenges of dealing with data at scale. Discover how Python allows you to gain insights from data sets so big that they need to be stored on multiple machines, or from data moving so quickly that no single machine can handle it. This book gives you hands-on experience with the most popular Python data science libraries, Scikit-learn and StatsModels. After reading this book, you'll have the solid foundation you need to start a career in data science. What's Inside Handling large data Introduction to machine learning Using Python to work with data Writing data science algorithms About the Reader This book assumes you're comfortable reading code in Python or a similar language, such as C, Ruby, or JavaScript. No prior experience with data science is required. About the Authors Davy Clalen, Arno D. B. Meysman, and Mohamed Ali are the founders and managing partners of Optimately and Maiton, where they focus on developing data science projects and solutions in various sectors. Table of Contents Data science in a big data world The data science process Machine learning Handling large data on a single computer First steps in big data Join the NoSQL movement The rise of graph databases Text mining and text analytics Data visualization to the end user

Summary You are going to need more than technical knowledge to succeed as a data scientist. **Build a Career in Data Science** teaches you what school leaves out, from how to land your first job to the lifecycle of a data science project, and even how to become a manager. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology What are the keys to a data scientist's long-term success? Blending your technical know-how with the right "soft skills" turns out to be a central ingredient of a rewarding career. About the book **Build a Career in Data Science** is your guide to landing your first data science job and developing into a valued senior employee. By following clear and simple instructions, you'll learn to craft an amazing resume and ace your interviews. In this demanding, rapidly changing field, it can be challenging to keep projects on track, adapt to company needs, and manage tricky stakeholders. You'll love the insights on how to handle expectations, deal with failures, and plan your career path in the stories from seasoned data scientists included in the book. What's inside Creating a portfolio of data science projects Assessing and negotiating an offer Leaving gracefully and moving up the ladder Interviews with professional data scientists About the reader For readers who want to begin or advance a data science career. About the author Emily Robinson is a data scientist at Warby Parker. Jacqueline Nolis is a data science consultant and mentor. Table of Contents: PART 1 - GETTING STARTED WITH DATA SCIENCE 1. What is data science? 2. Data science companies 3. Getting the skills 4. Building a portfolio PART 2 - FINDING YOUR DATA SCIENCE JOB 5. The search: Identifying the right job for you 6. The application: Résumés and cover letters 7. The interview: What to expect and how to handle it 8. The offer: Knowing what to accept PART 3 - SETTLING INTO DATA SCIENCE 9. The first months on the job 10. Making an effective analysis 11. Deploying a model into production 12. Working with stakeholders PART 4 - GROWING IN YOUR DATA SCIENCE ROLE 13. When your data science project fails 14. Joining the data science community 15. Leaving your job gracefully 16. Moving up the ladder

With detailed notes, tables, and examples, this handy reference will help you navigate the basics of structured machine learning. Author Matt Harrison delivers a valuable guide that you can use for additional support during training and as a convenient resource when you dive into your next machine learning project. Ideal for programmers, data scientists, and AI engineers, this book includes an overview of the machine learning process and walks you through classification with structured data. You'll also learn methods for clustering, predicting a continuous value (regression), and reducing dimensionality, among other topics. This pocket reference includes sections that cover: Classification, using the Titanic dataset Cleaning data and dealing with missing data Exploratory data analysis Common preprocessing steps using sample data Selecting features useful to the model Model selection Metrics and classification evaluation Regression examples using k-nearest neighbor, decision trees, boosting, and more Metrics for regression evaluation Clustering Dimensionality reduction Scikit-learn pipelines

The **Book of R** is a comprehensive, beginner-friendly guide to R, the world's most popular programming language for statistical analysis. Even if you have no programming experience and little more than a grounding in the basics of mathematics, you'll find everything you need to begin using R effectively for statistical analysis. You'll start with the basics, like how to handle data and write simple programs, before moving on to more advanced topics, like producing statistical summaries of your data and performing statistical tests and modeling. You'll even learn how to create impressive data visualizations with R's basic graphics tools and contributed packages, like ggplot2 and ggvis, as well as interactive 3D visualizations using the rgl package. Dozens of hands-on exercises (with downloadable solutions) take you from theory to practice, as you learn: – The fundamentals of programming in R, including how to write data frames, create functions, and use variables, statements, and loops – Statistical concepts like exploratory data analysis, probabilities, hypothesis tests, and regression modeling, and how to execute them in R – How to access R's thousands of functions, libraries, and data sets – How to draw valid and useful conclusions from your data – How to create publication-quality graphics of your results Combining detailed explanations with real-world examples and exercises, this book will provide you with a solid understanding of both statistics and the depth of R's functionality. Make **The Book of R** your doorway into the growing world of data analysis.

You've got data to communicate. But what kind of visualization do you choose, how do you build it, and how do you ensure that it's up to the demands of the Web? In **Data Visualization with JavaScript**, you'll learn how to use JavaScript, HTML, and CSS to build the most practical visualizations for your data. Step-by-step examples walk you through creating, integrating, and debugging different types of visualizations and will have you building basic visualizations, like bar, line, and scatter graphs, in no time. Then you'll move on to more advanced topics, including how to: Create tree maps, heat maps, network graphs, word clouds, and timelines Map geographic data, and build sparklines and composite charts Add interactivity and retrieve data with AJAX Manage data in the browser and build data-driven web applications Harness the power of the Flotr2, Flot, Chronoline.js, D3.js, Underscore.js, and Backbone.js libraries If you already know your way around building a web page but aren't quite sure how to build a good visualization, **Data Visualization with JavaScript** will help you get your feet wet without throwing you into the deep end. Before you know it, you'll be well on your way to creating simple, powerful data visualizations.

**Doing Math with Python** shows you how to use Python to delve into high school – level math topics like statistics, geometry, probability, and calculus. You'll start with simple projects, like a factoring program and a quadratic-equation solver, and then create more complex projects once you've gotten the hang of things. Along the way, you'll discover new ways to explore math and gain valuable programming skills that you'll use throughout your study of math and computer science. Learn how to: – Describe your data with statistics, and visualize it with line graphs, bar charts, and scatter plots – Explore set theory and probability with programs for coin flips, dicing, and other games of chance – Solve algebra problems using Python's symbolic math functions – Draw geometric shapes and explore fractals like the Barnsley fern, the Sierpinski triangle, and the Mandelbrot set – Write programs to find derivatives and integrate functions Creative coding challenges and applied examples help you see how you can put your new math and coding skills into practice. You'll write an inequality solver, plot gravity's effect on how far a bullet will travel, shuffle a deck of cards, estimate the area of a circle by throwing 100,000 "darts" at a board, explore the relationship between the Fibonacci sequence and the golden ratio, and more. Whether you're interested in math but have yet to dip into programming or you're a teacher looking to bring programming into the classroom, you'll find that Python makes programming easy and practical. Let Python handle the grunt work while you focus on the math. Uses Python 3

This hands-on guide demonstrates how the flexibility of the command line can help you become a more efficient and productive data scientist. You'll learn how to combine small, yet powerful, command-line tools to quickly obtain, scrub, explore, and model your data. To get you started—whether you're on Windows, OS X, or Linux—author Jeroen Janssens introduces the Data Science Toolbox, an easy-to-install virtual environment packed with over 80 command-line tools. Discover why the command line is an agile, scalable, and extensible technology. Even if you're already comfortable processing data with, say, Python or R, you'll greatly improve your data science workflow by also leveraging the power of the command line. Obtain data from websites, APIs, databases, and spreadsheets Perform scrub operations on plain text, CSV, HTML/XML, and JSON Explore data, compute descriptive statistics, and create visualizations Manage your data science workflow using Drake Create reusable tools from one-liners and existing Python or R code Parallelize and distribute data-intensive pipelines using GNU Parallel Model data with dimensionality reduction, clustering, regression, and classification algorithms

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