

# ENTRY-LEVEL DATA SCIENTIST

## Entry-Level Data Scientist

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## SUMMARY

Data enthusiast with a Master's degree in Data Science and 2 years of experience. Advanced knowledge in machine learning and statistical analysis. Proven track record of designing and implementing data-driven solutions for business improvement.

## EXPERIENCE

### Data Scientist Intern

#### Niantic

📅 04/2020 - 04/2021 📍 Seattle, WA

Developed a program in SAS that automated refinement of linear regression models for specific segments of a customer base that saved 22 hours of labor per month.

Received, cleaned, and prepped data from client using SAS, SQL, and Excel to help data scientists build marketing mix models that resulted in a lift in ROI of 10 basis points.

### Statistics and Mathematics Tutor

#### Seattle University Tutor Center

📅 04/2019 - 04/2020 📍 Seattle, WA

Assessed students' learning to determine learning weaknesses and needs, successfully helping students perform 13% better in algebra, pre-calculus, calculus, and statistics undergraduate courses.

Met with 30+ students per week through online learning platforms or in a 1:1 setting at the tutor center.

Scheduled weekly statistics and math appointments for students.

Communicated with professors about curriculum, and submitted reports 2 times a week to maintain up-to-date plans for students.

## EDUCATION

### B.S.

#### Seattle University

📅 09/2017 - 04/2021 📍 Seattle, WA

## SKILLS

Base SAS

Clustering

Data Science

Data Visualization

decision trees

Econometrics

EXCEL

Game Theory

K-Means

Linear Algebra

linear regression

macros

Mathematics

MySQL

Random Forest

SAS

SQL

statistics

supervised learning

SVM

unsupervised learning

## PROJECTS

### Fantasy Football Models

📅 01/1970 - 01/1970

Aggregated and prepped 3 years of fantasy football projection data from 3 independent sources into a MySQL database.

Created a random forest model in SAS, combining disparate sources into one projection that outperformed the mean absolute error of the next best projection by 15%.

### Entertainment Engine

📅 01/1970 - 01/1970

Aggregated data from IMDB and Rotten Tomatoes, and used k-nearest-neighbors in SAS, constructing an enhanced entertainment selection targeted to reach 15- to 25-year-olds.

Improved methodologies to save an average of 12 minutes per movie selection and 3 minutes per song selection.