

# Billy Houseman

## Data Analyst

### Contact

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### Portfolio:

<https://702bh.github.io/Portfolio/>

### Education

2016 - 2020

BSc Environmental Science  
University of Southampton  
2:1

2020 - Current

MSc Data Analytics for Government  
University of Southampton  
Current Average: 83%

### Key Skills

Programming: R, SQL  
MS Excel

Modelling: Linear and logistic  
regressions  
Clustering

### Relevant Courses

Probability and Statistics  
Intermediate R programming  
SQL fundamentals  
Regression modelling  
Data Science Foundations

## Profile

Driven and determined data analyst with the technical skills to effectively conduct a statistical analysis, the critical thinking skills to identify the required data to tell the underlying stories within the data. And the communication skills to present these findings in an engaging and inclusive format to help business make data driven decisions.

## Experience

*April 2021 – January 2022*

Statistical Officer • Welsh Government • Remote

- Worked both within and across departments in the collection, production, and communication of official, national statistics.
- Data integrity and validation was a key aspect of the role. I was required to evaluate and prepare summaries for a variety of data regarding the housing statistics of Wales.
- To do this I used SQL and Microsoft Management Studio to extract and transform thousands of data points per week into excel. Using Microsoft Power BI to create dashboards of this data
- Was given the opportunity to take a leading role in the development of a [local housing market assessment](#) tool in excel to be used by the local authorities within the country of Wales.
- This tool required continuous communication with a variety of users to identify their needs and motivations for the use of the tool.
- Continuous focus groups were used to test the tool and provide feedback for implementation.

## Projects

*Cluster Analysis* • [Project Link](#)

- Conducted a cluster analysis using K-Means within R across over 150,000 data points, using self-acquired data via web scraping.
- Produced an interactive report containing detailed explanations of my process and a thorough exploration of the data and results.
- Additionally, I created an interactive dashboard for this project found [here](#). All links to my projects are also on my portfolio.

*Interactive Dashboard – Mario Kart* • [Project Link](#)

- Developed an interactive dashboard using Rshiny as part of a university module.
- This dashboard was developed around the video game Mario Kart 8. Within the game there are 32 characters who can choose from over 40 vehicles, with each vehicle being enhanced with modifications.
- The goal of this project was to provide an interactive environment for users of the game to explore the characters, vehicles and how the modifications influence the different variables within the game.