

DEREK PRICE

DATA ANALYTICS & DIGITAL HUMANITIES

📞 615-982-4145

✉ derekprice@gmail.com

🌐 www.linkedin.com/in/derek-t-price

🐙 <https://github.com/derekprice>

EDUCATION

Vanderbilt University

PhD, German and Comparative Media
Analysis and Practice • 2021

MA, German Language and Literature • 2016

Nashville Software School

Certificate of Data Analytics • Jan 2022

TECHNICAL SKILLS

Data Analysis and Visualization:

Spreadsheets, PostgreSQL, Python (Pandas,
BeautifulSoup, GeoPandas, Folium,
Matplotlib), Git/Github, Tableau, PowerBI,
ArcGIS Online, Omeka

Web Design: HTML, CSS, Wordpress

Podcasting and Audio Production:

Audacity, REAPER, Logic

Video Capture and Editing:

Adobe
Premiere, Open Broadcaster Software

DIGITAL PROJECTS AND PUBLICATIONS

Nashville Software School Capstone:

"Visualizing Simulator Games,"

https://github.com/derekprice/visualizing_simulator_games

Python web scraping programs: "scrape-and-save" and "extract-data-from-html,"

<https://github.com/derekprice>

Podcast: "Scholars At Play,"

<https://soundcloud.com/scholarsatplay>

Dissertation Twine Essay: "*Simulator Dissertation 2021*"

<https://derekprice.github.io/simulator-dissertation/>

FELLOWSHIPS

Fulbright Scholar Research Award,
Cologne, Germany • 2018-2019

**Mellon Graduate Fellowship in Digital
Humanities,** Vanderbilt University • 2017-2018

LANGUAGES

English, German

PROFESSIONAL EXPERIENCE

Mellon Postdoctoral Research Fellow

Vanderbilt Center for Digital Humanities • 2021

- Continuing research on simulator game genre in European contexts
- Supporting Center by leading meetings, organizing events, facilitating working groups on Geospatial Humanities and Games and DH, mentoring Center Fellows, and collaborating with partner organizations

Graduate Researcher and Instructor

Vanderbilt University • 2014-2021

- Completed dissertation on simulation games about work and machines in central and east Europe titled "The Work of Nonfiction: Simulator Games in Germany."
- Organized and facilitated interdisciplinary seminars, conferences, working groups, and digital, public-facing projects on Digital Humanities and Game Studies topics
- Taught and designed Film + New Media, German language, literature, and history courses

TECHNICAL EXPERIENCE

Data Analyst

Nashville Software School • 2021

- Used functions, Pivot tables, and graphs to clean, analyze, and visualize data in Microsoft Excel and Google Sheets.
- Used PostgreSQL to perform advanced database queries (joins, filters, set operations, CTEs, and subqueries)
- Designed dashboards using PowerBI and Tableau.
- Used Python to scrape, clean, explore, analyze, and visualize a wide variety of real-world datasets about public transportation, international human growth and development, and music and game industries.

TEACHING AND SERVICE

- "Spatial Humanities" and "Digital Humanities and Games" Working Groups Organizer, Vanderbilt Center for Digital Humanities • 2021
- Action Group Coordinator for Diversity, Decolonization, & the German Curriculum Collective • 2020-2021
- Instructor for "Online Course Design Institute," Center for Teaching, Vanderbilt University • 2020