

# Avery Brown

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## EDUCATION

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- Duke University (Durham, NC)** May 2021
- B.S. in Computer Science; Minor in Economics; GPA: 3.41
- Queen Mary University of London (London, England)** Sept 2019 – Dec 2019
- Semester study abroad program covering computer science and economics

## WORK EXPERIENCE

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- Product Manager Intern, *Equinix* (Remote)** May 2020 – Present
- Support internal groups to improve efficiency and customer experience
  - Maintain management dashboard views of key performance indicators status and actions
  - Communicate with UX design teams on user story requirements and feature delivery
- Product Developer, *Sparc* (Durham, NC)** Jan 2020 – Apr 2020
- Assisted development of digital community enabling people to monetize skills by educating others
- Technology Assistant, *Duke University* (Durham, NC)** Jan 2018 – Mar 2020
- Oversaw specialized software and hardware to ensure serviceability for law school students
  - Crafted reports describing completed tasks and priority levels for 100+ technology issues

## LEADERSHIP AND INVOLVEMENT

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- Tech Chair, *Duke Business Society* (Durham, NC)** Apr 2020 – Present
- Collaborate monthly with business-minded students to develop skills pertinent to management
  - Coordinate with recruiters, campus organizations, and team to create tech-focused programming
- Computer Science Instructor, *The Empowerment Hub* (Remote)** Apr 2020 – Present
- Introduce elementary school children to computer science through interactive experiences
- Content Strategist, *Black Men's Union* (Durham, NC)** Sept 2018 – Present
- Organize events to strengthen the relationships among the black student population
- Network Coordinator, *Duke University House Council* (Durham, NC)** Sept 2017 – May 2018
- Orchestrated effective approaches for allocating \$4000 semesterly budget for residential events

## PROJECT EXPERIENCE

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- NBA Player Efficiency Ratings vs. Salaries** Feb 2020 – Apr 2020
- Cleaned and compiled data on 300+ NBA players' player efficiency ratings and salaries using OpenRefine and Python to characterize players as overpaid or underpaid
  - Investigated effect of player overpaid/underpaid status on team success

## SKILLS AND INTERESTS

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**Skills:** Java, Python, OpenRefine

**Interests:** Reading personal development books, Creating music