



# Ryan G Nattrass PhD

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DATA ANALYST

# About Me

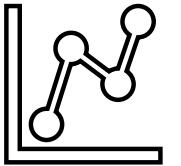
## Education



- BSc Physiology
- Masters (Dist) in Research Techniques
- PhD in Immunology
- Data Analysis Certification

## Professional Background – 6+ years

- Scientific Data Analysis
- Data communication and publication
- Scientific problem-solving









## Tools and Skills



- Excel, Graphpad-Prism, SQL, Tableau, Python (pandas, numpy, matplotlib, visualizations)
- Data cleaning, statistical analysis, data communication, dashboarding

# Portfolio Overview + [GitHub](#)

PROJECT	ANALYSING GLOBAL VIDEO-GAME SALES - 1	PREPARING FOR INFLUENZA SEASON IN THE U.S.A - 2	VIDEO-RENTAL COMPANY, BUSINESS-DATA ANALYSIS - 3	ONLINE GROCERY STORE, MARKETING STRATEGY - 4	ANALYSIS OF COVID-19 EFFECTS ON WORLD DEMOGRAPHICS - 5	DETERMINING OPTIMAL BIKE-DISTRIBUTION FOR A BIKE-RENTAL COMPANY IN NY - 6
GOALS MET	<ul style="list-style-type: none"> <li>- Challenge assumptions that video-game sales in geographic regions are constant over time</li> </ul>	<ul style="list-style-type: none"> <li>- Determine different Influenza trends across the U.S.A to help medical staffing agencies more efficiently prepare</li> </ul>	<ul style="list-style-type: none"> <li>- Determine rental statistics</li> <li>- Geographic customer location and sales figures</li> <li>- Movie-genre sales analyses</li> </ul>	<ul style="list-style-type: none"> <li>- Wrangle, clean, organise &amp; build database in Python with included customer profiles</li> <li>- Determine peak times, most popular products, customer loyalty, and impact on sales</li> </ul>	<ul style="list-style-type: none"> <li>- Source, clean, and merge data as well as ARIMA forecasting, clustering, and exploratory analysis, all in Python.</li> <li>- Determine if forecasted world demographics have returned to baseline levels in 2025</li> </ul>	<ul style="list-style-type: none"> <li>- Data sourcing, merging, cleaning, and addition of weather-aspect</li> <li>- Determine if weather impacts bike-rentals</li> <li>- Map bike station start-point, end-point and journeys on an interactive map</li> <li>- Determine stations that are accumulating bikes</li> </ul>
OUTPUT	<ul style="list-style-type: none"> <li>- PowerPoint presentation to stakeholders</li> </ul>	<ul style="list-style-type: none"> <li>- Interim Report</li> <li>- Video-presentation to stakeholders</li> </ul>	<ul style="list-style-type: none"> <li>- Cleaned &amp; joined SQL database</li> <li>- Data dictionary</li> <li>- PPT presentation to stakeholders</li> </ul>	<ul style="list-style-type: none"> <li>- Cleaned, joined, and expanded Python database</li> <li>- Inform marketing of findings regarding data-informed recommendations</li> </ul>	<ul style="list-style-type: none"> <li>- Coding journey documented</li> <li>- Data Dictionary</li> <li>- Informed hypothesis rejection and Tableau presentation on findings</li> </ul>	<ul style="list-style-type: none"> <li>- <a href="#">Interactive Dashboard</a></li> <li>- Video Presentation to shareholders</li> </ul>
TOOLS USED						

# 1

# GameCo – Video-Game sales across Geographic Regions



**Background:** GameCo assumed sales across regions remained stable over time. Ahead of the 2017 marketing budget, they needed to confirm this assumption using historical data.

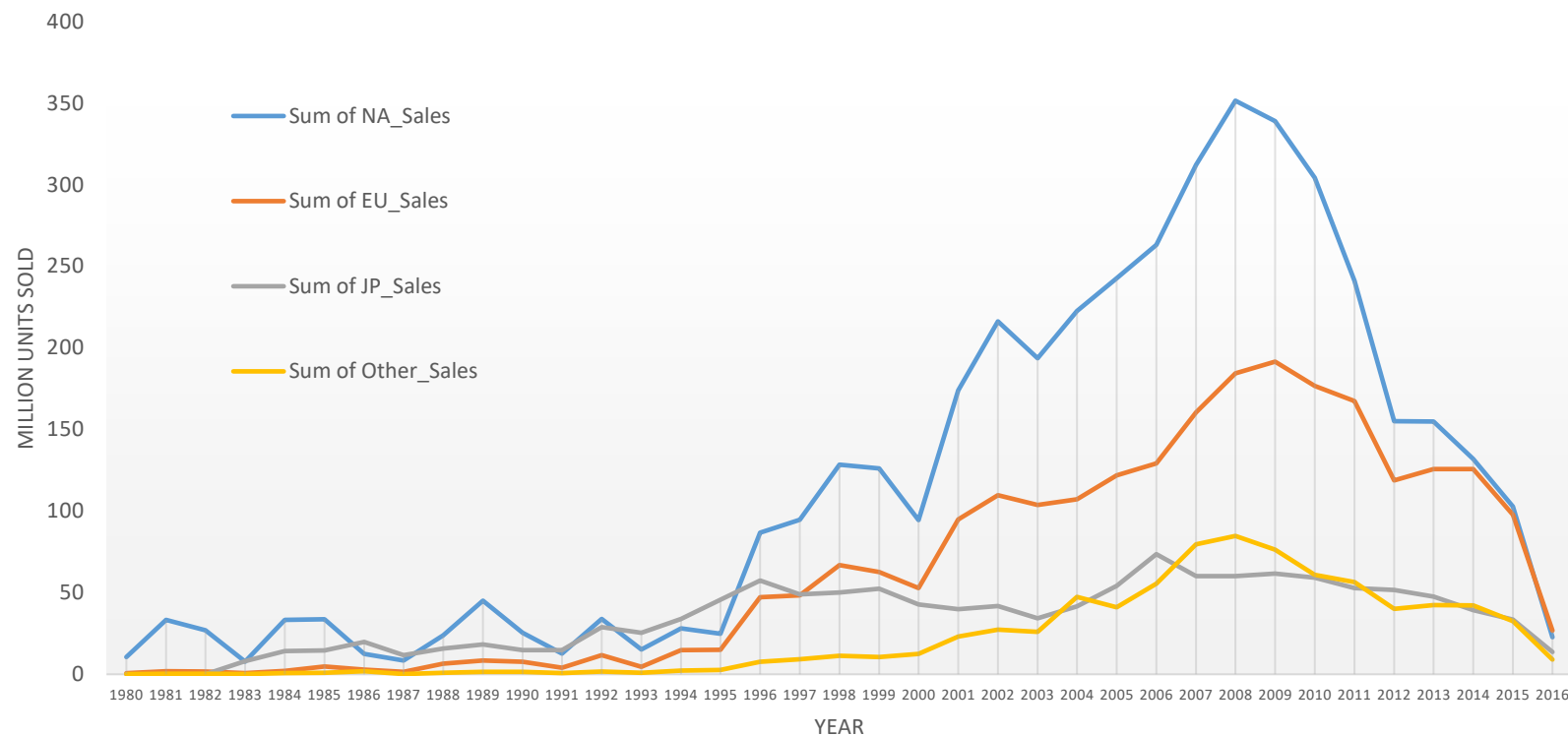
**Objective:** Analyse game sales from 1980–2016 and evaluate trends geographically to confirm or deny assumptions

Dataset: VGChartz (via Kaggle)

## 1

# GameCo

## Data Analyses and Insights



### Geographic Observations:

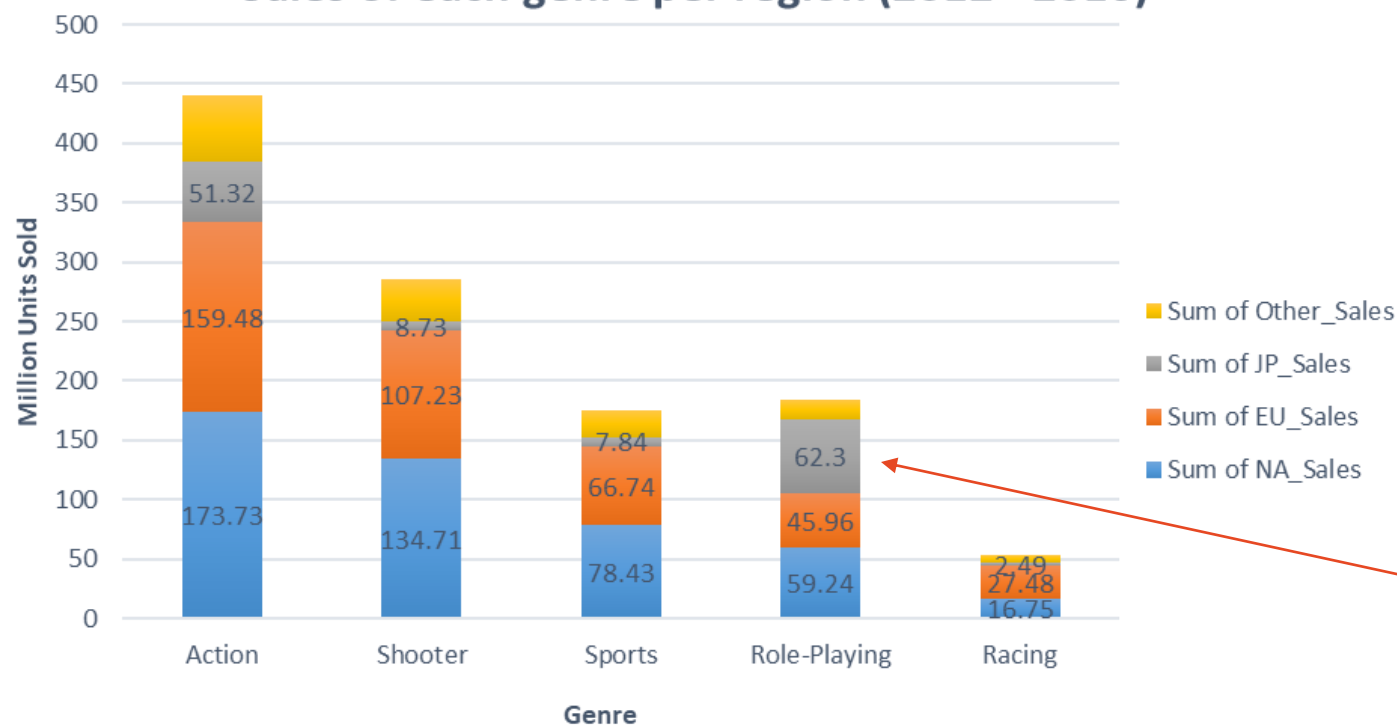
- While historically, North America has been the largest market, the last 5 years have shown Europe to compete

## 1

# GameCo

## Data Analyses and Insights

Sales of each genre per region (2012 - 2016)



Genre-specific geographical observations from the last five years:

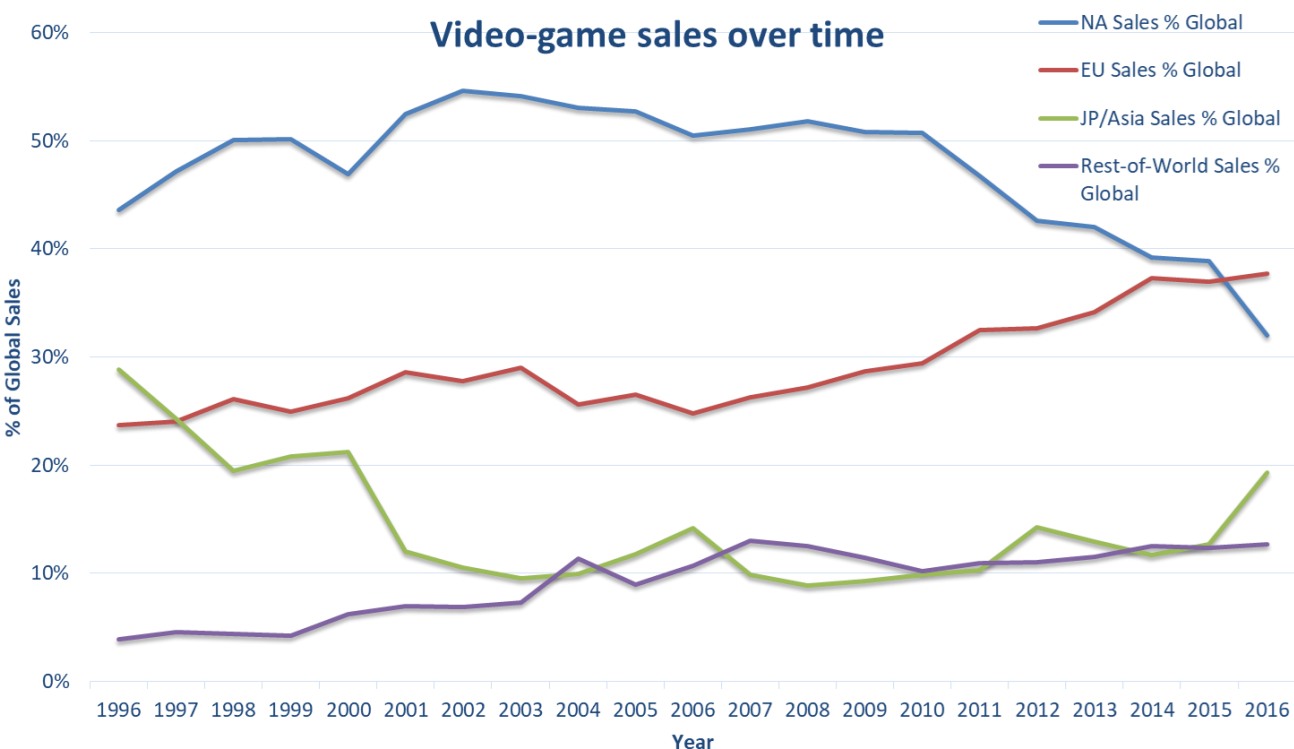
- The biggest selling genre of games in North America and Europe
  - Action
- The biggest selling genre in Japan
  - Role Playing Games



## 1

# GameCo

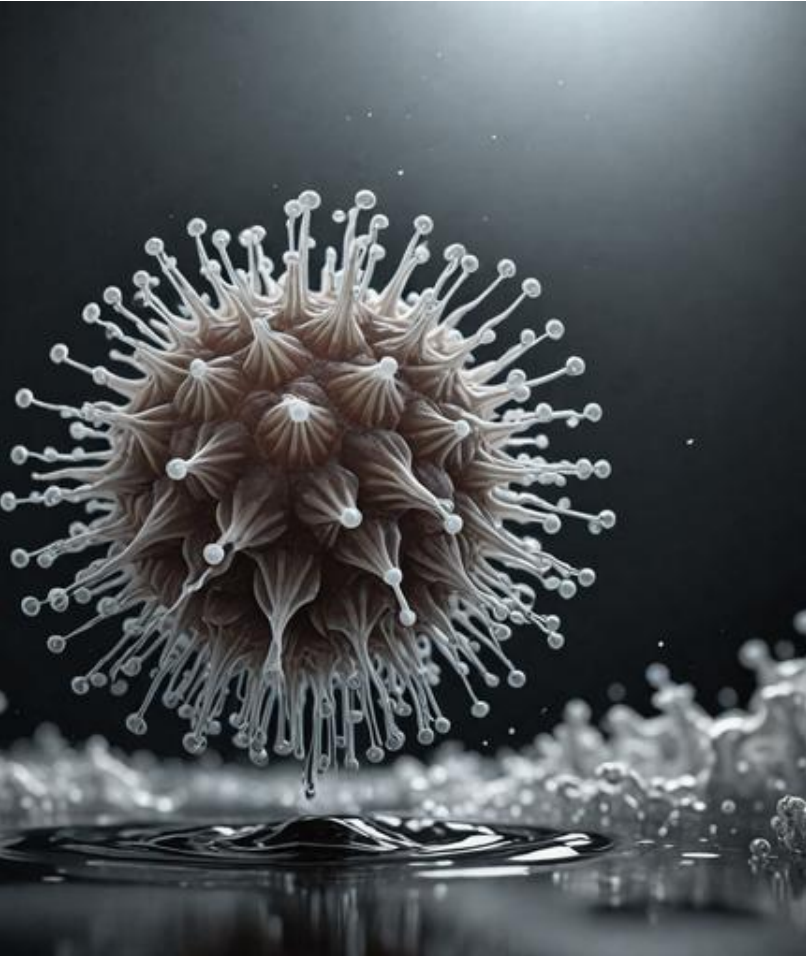
## Data-driven recommendations



- GameCo should reject their assumptions and adopt the new assumption that **sales across regions do NOT remain stable over time**
- Data suggests that the **EU may start to become the largest market globally, going forward.**
- GameCo should assume that different genres of games will sell differently across the globe.

# 2

## Influenza Staffing Forecasting



**Background:** A U.S.-based temporary medical staffing agency needed help planning resource distribution ahead of flu season.

**Objective:**

- Determine where, when, and how many staff to deploy based on historical influenza mortality trends.
- Forecast Seasonality
- Rank states on any potential vulnerable populations

**Dataset:**

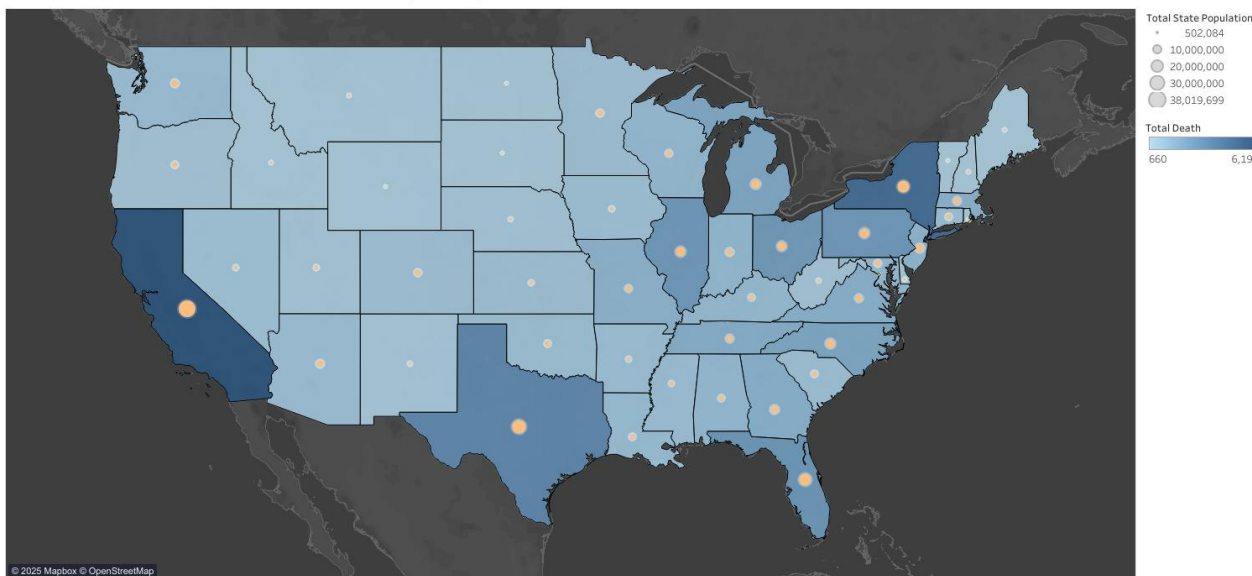
- Influenza death records from CDC (2009–2017)
- U.S. Census population data (by state and age)



# 2

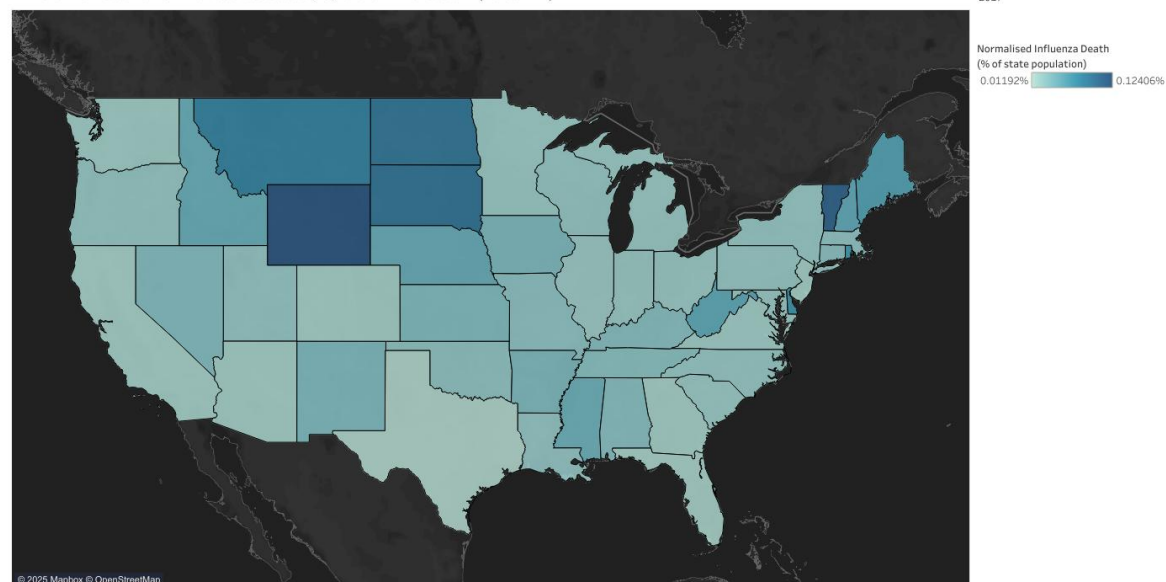
## Normalising Influenza deaths according to state population

Influenza Deaths and state populations in the USA (2009-17)



Without normalization the states with highest population have highest deaths

Influenza Deaths normalised to state population in the USA (2009-17)

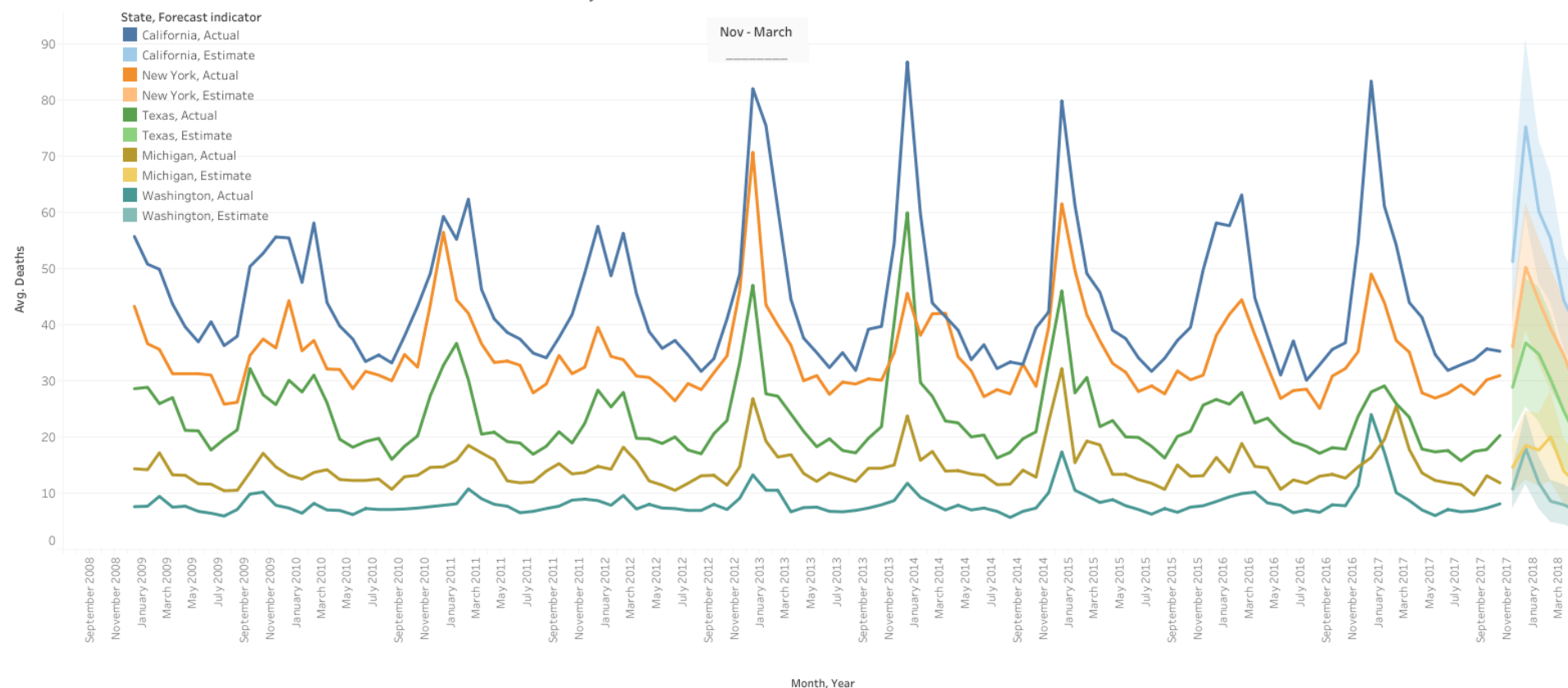


With normalization, states with highest relative influenza death can be distinguished

## 2

# Forecasting indicates flu season is between November - March

Influenza deaths over time across the USA indicate seasonality

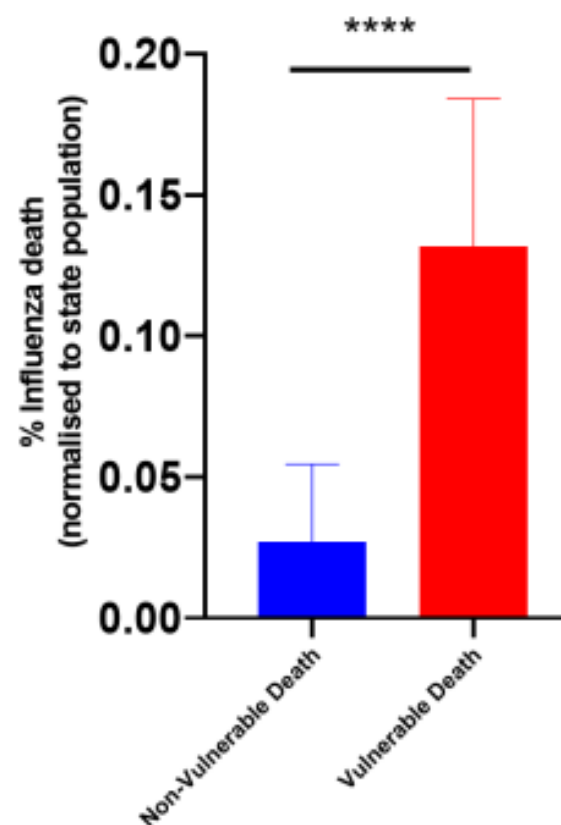
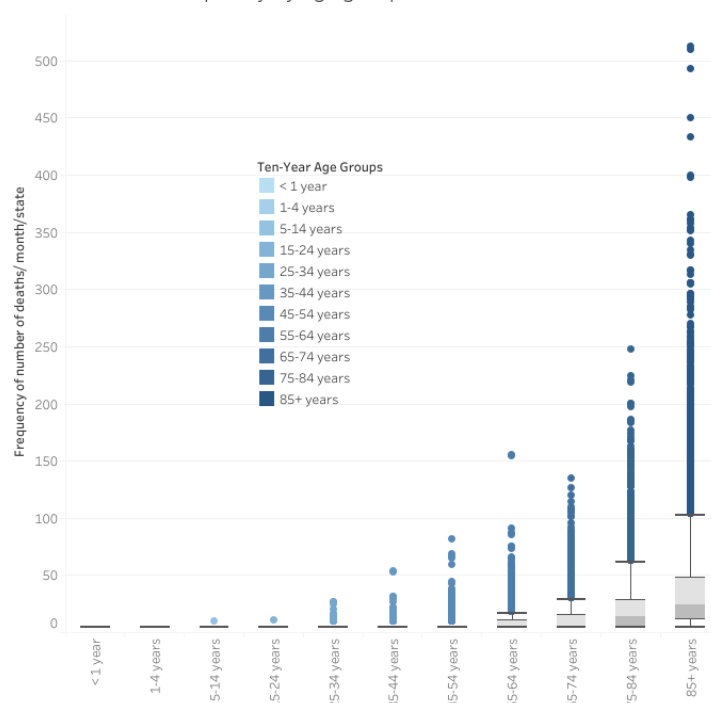


# 2

## Age indicates influenza vulnerability

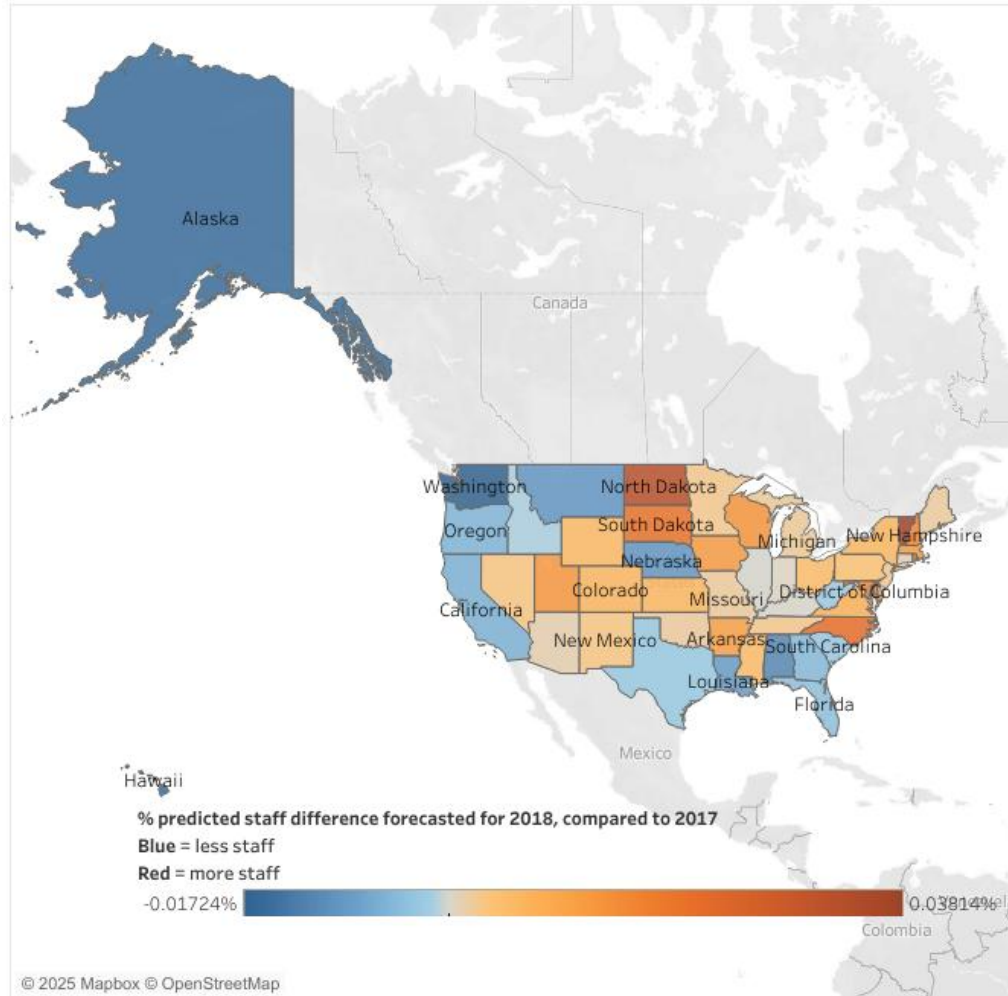
Vulnerable population deemed to be over 65 years-of-age

Influenza death frequency by age group



This vulnerable population has statistically significantly higher influenza death

Predicted increase in vulnerable population death in 2018 compared to 2017



# Staffing requirement forecasting

State	Difference in 2018 from 2017
Washington	-0.0172%
Alaska	-0.0154%
Hawaii	-0.0152%
Alabama	-0.0112%
Nebraska	-0.0094%
Montana	-0.0093%
Louisiana	-0.0084%
California	-0.0056%
Oregon	-0.0052%
Georgia	-0.0045%
Florida	-0.0034%
South Carolina	-0.0023%
Texas	-0.0022%
West Virginia	-0.0018%
Idaho	-0.0013%
Illinois	-0.0001%
Kentucky	0.0000%
Indiana	0.0003%
Connecticut	0.0010%
Arizona	0.0011%
District of Columbia	0.0017%
Maine	0.0017%
Oklahoma	0.0018%
Missouri	0.0018%
Michigan	0.0020%
New Jersey	0.0024%
Tennessee	0.0025%
Minnesota	0.0025%
New Mexico	0.0029%
Nevada	0.0029%
Pennsylvania	0.0036%
Ohio	0.0050%
Mississippi	0.0050%
Wyoming	0.0055%
New York	0.0057%

**Blue** - Reduce Medical staff

**Grey** - No suggested change

**Orange** - Increased medical staff

**Red** - Significantly increased medical staff



State	Difference in 2018 from 2017
Colorado	0.0059%
Kansas	0.0060%
Virginia	0.0071%
Delaware	0.0072%
Arkansas	0.0104%
Massachusetts	0.0111%
Iowa	0.0113%
Utah	0.0122%
Wisconsin	0.0125%
Rhode Island	0.0151%
New Hampshire	0.0152%
Maryland	0.0153%
South Dakota	0.0197%
North Carolina	0.0204%
North Dakota	0.0325%
Vermont	0.0381%

**Recommendations are that these changes are implemented before November 2018**

# 3

## Rockbuster Stealth LLC SQL Analysis

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**Background:** Rockbuster Stealth LLC is a traditional DVD-rental company exploring digital streaming

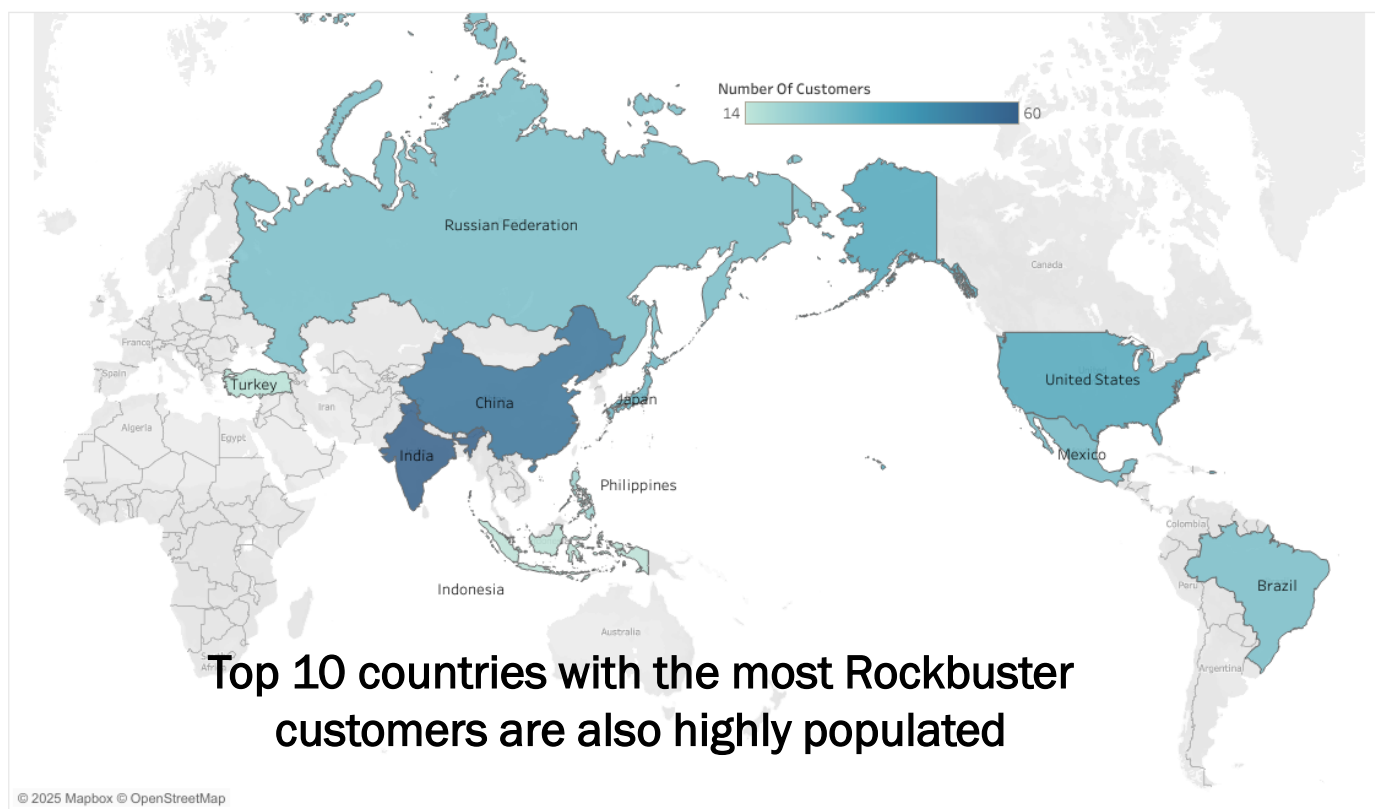
**Objective:**

- Identify customer regions and trends
- Reveal most profitable rental movie-genres

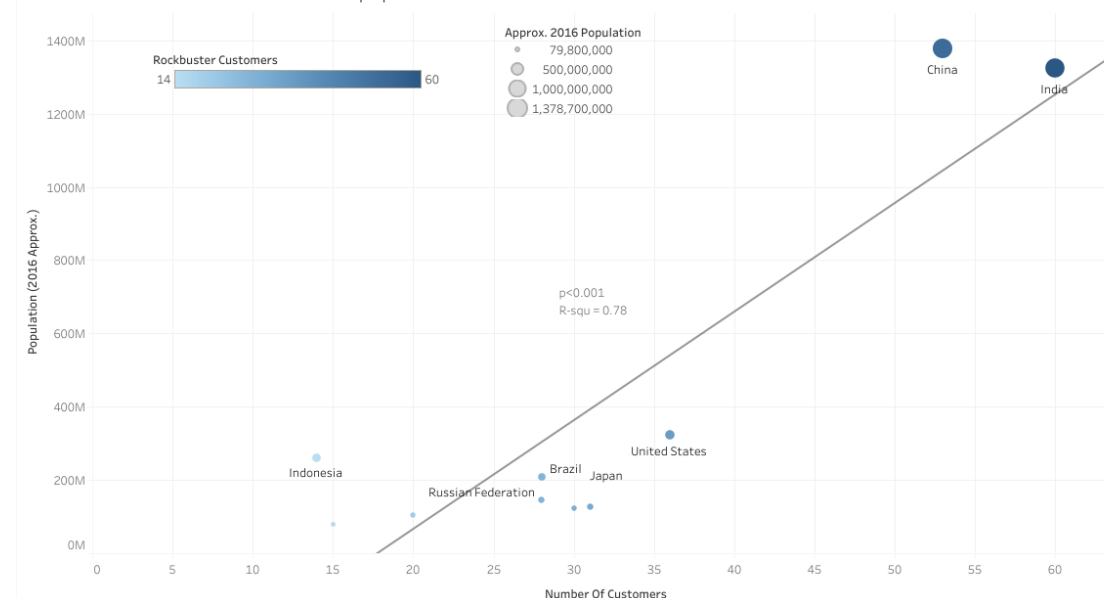
**Dataset:** DVD Rental SQL Database

3

# Which countries are Rockbuster customers based in?



Rockbuster customers increase with population



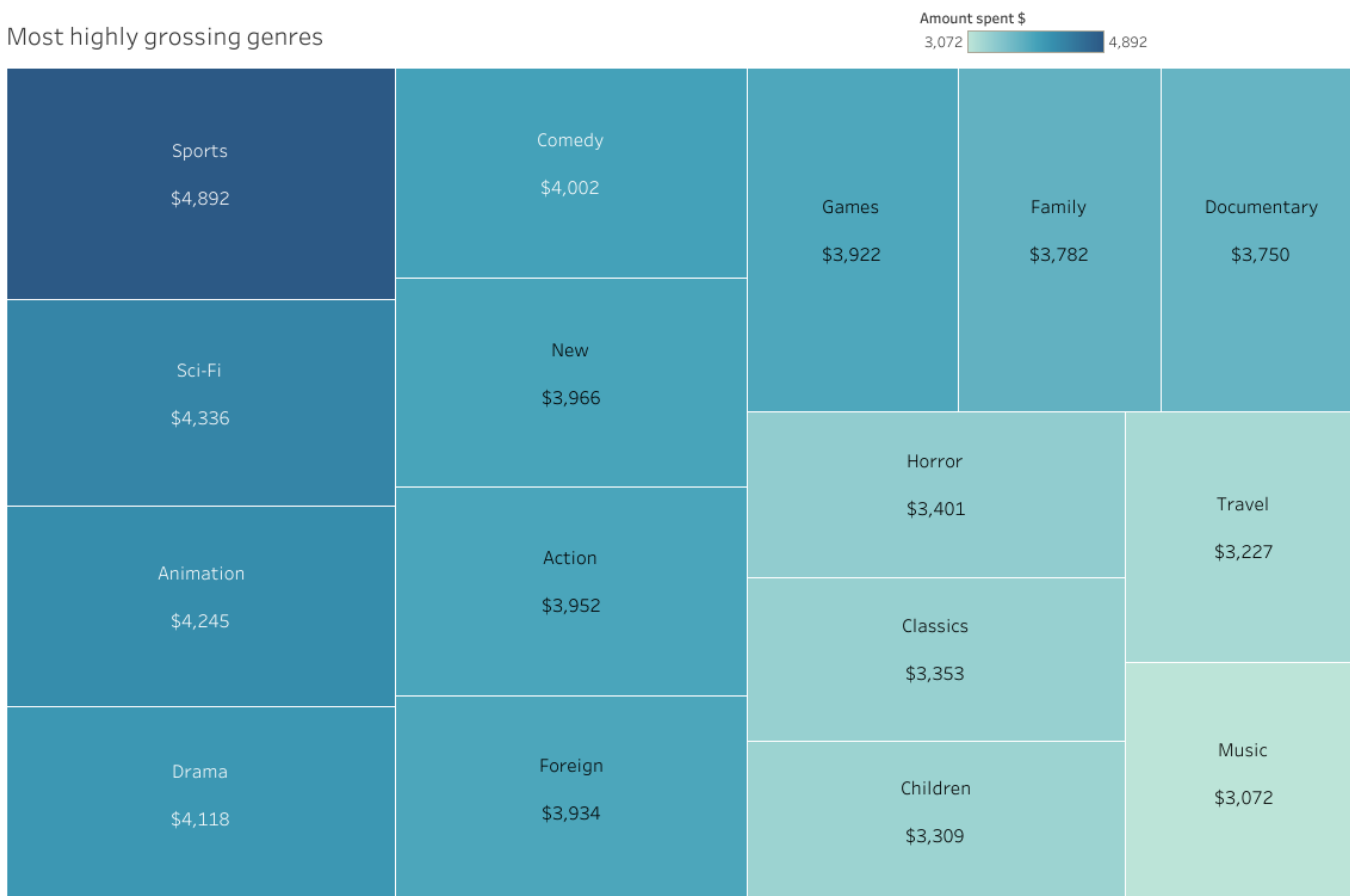
As population increases, so does Rockbuster customers



# 3

## Which genres generate the most revenue

Most highly grossing genres



### - Highest grossing genres

- Sports
- Sci-fi
- Animation
- Drama

### - Lowest grossing genres

- Music
- Travel
- Children
- Classics

# 3

## Rockbuster Data-driven recommendations

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### **Customers increase with population:**

- Recommendation would be to increase the availability of the product, as customers increase with population

### **Sports, Sci-fi, Animation, and Drama are the most popular genres and generate the most revenue**

- Recommendation would be to diversify further into these genres and away from those that are generating less revenue

# 4

# Instacart User Profiling and Analysis



**Background:** An online grocery store ‘Instacart’ would like understanding customer demographics and behavior in order to improve targeted advertising, and determine how different customers profiles impact customer behavior

**Objective:**

- Understand Instacart’s busiest periods for advertising purposes
- Determine and analyse customer loyalty levels to provide insights into marketing decisions
- Design customer profiles and analyse buying trends

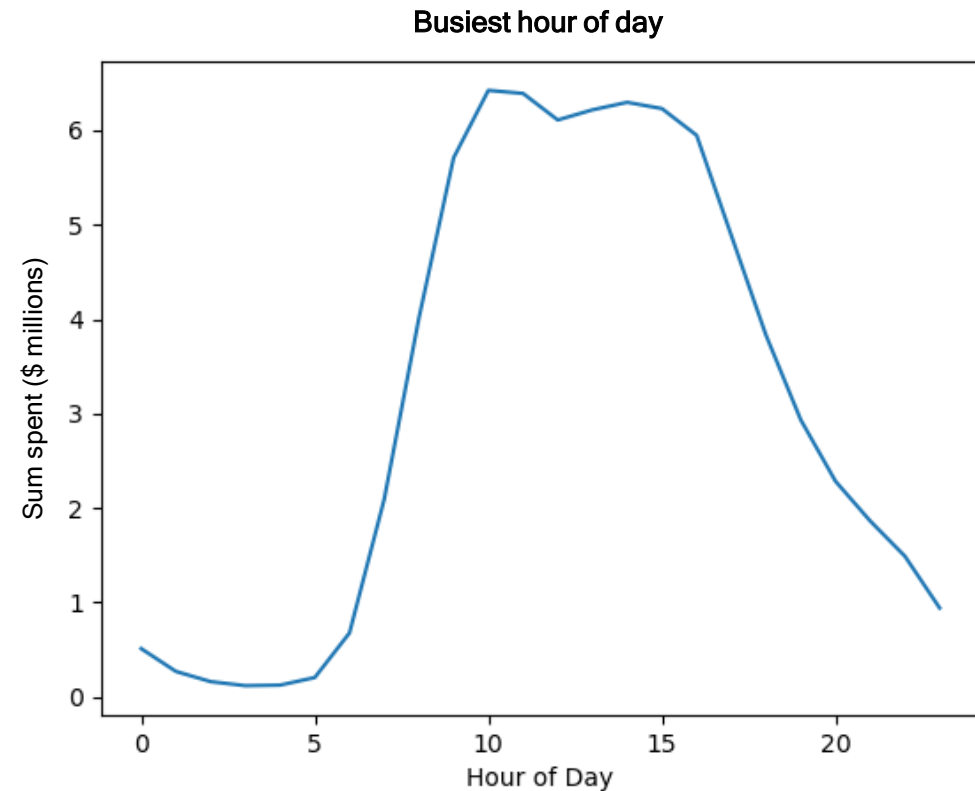
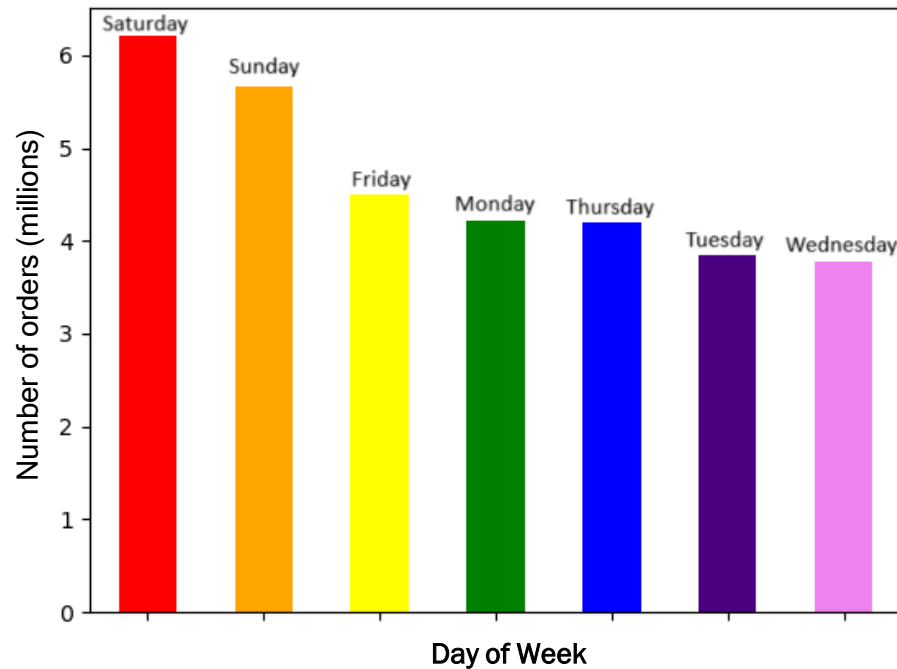
**Dataset:** “The Instacart Online Grocery Shopping Dataset 2017”, Accessed from [www.kaggle.com/inmurs/instant-dataset](https://www.kaggle.com/inmurs/instant-dataset) via Kaggle

## 4

# Instacart

## Peak ordering times

The most orders for Instacart come during the weekend



Peak-daily-orders are between 10am-4pm

## 4

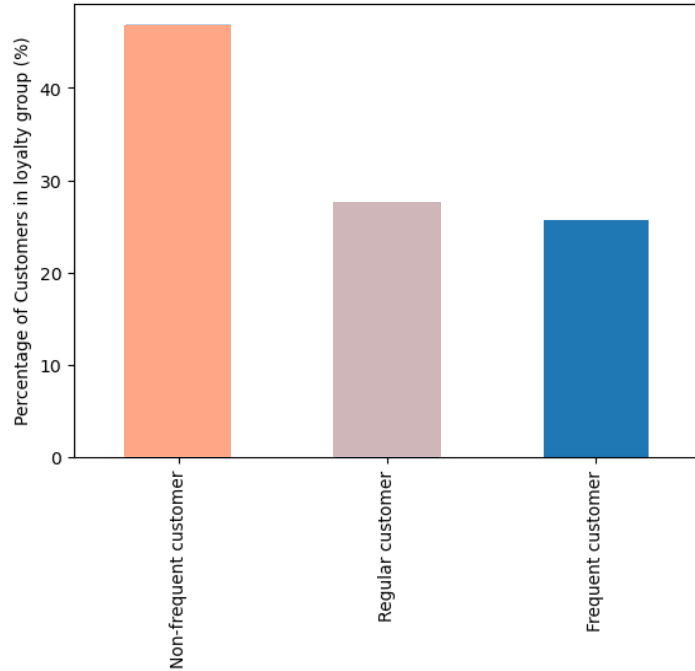
# Customer-Loyalty and impact on orders

Less Loyal,  
Less-frequent orders



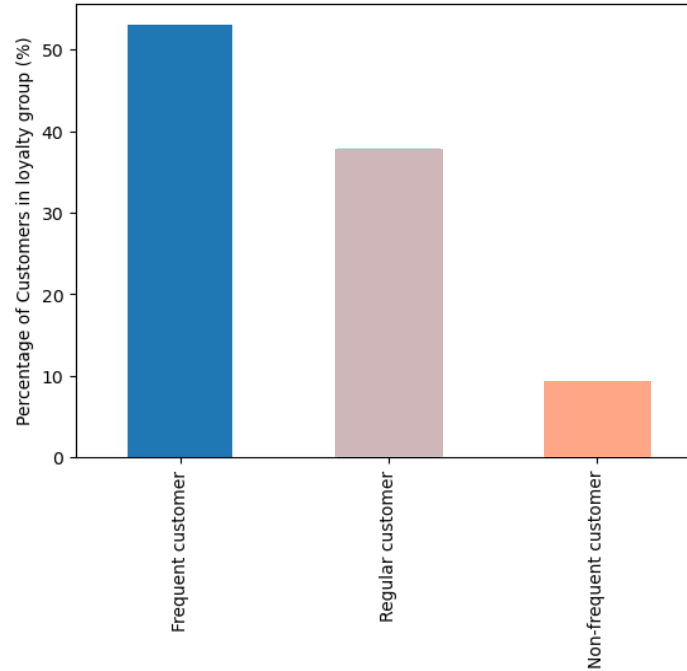
More Loyal,  
More-frequent orders

New Customer - Buying Frequency



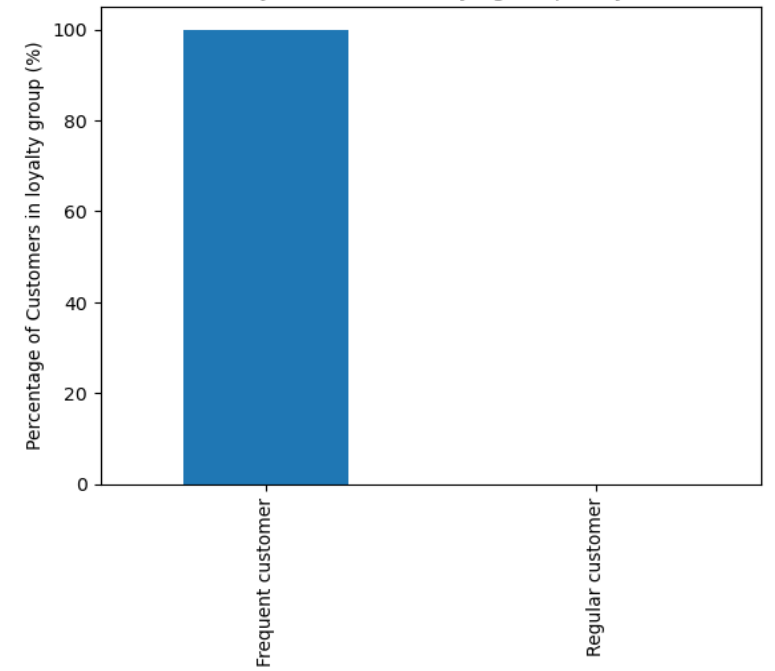
Order Freq (Freq= <10 day betw. order, Non-freq= >20 day)

Regular Customer - Buying Frequency



Order Freq (Freq= <10 day betw. order, Non-freq= >20 day)

Loyal Customer - Buying Frequency

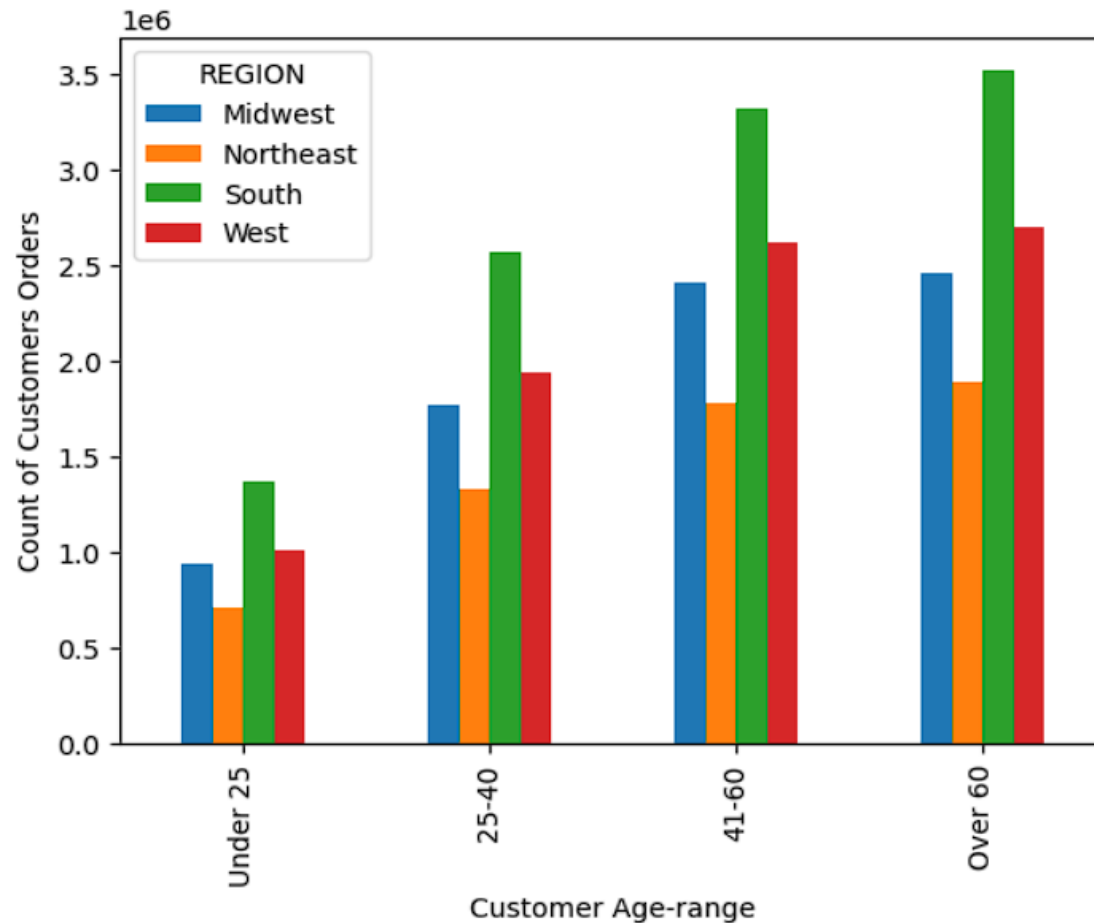


Order Freq (Freq= <10 day betw. order, Non-freq= >20 day)

## 4

# Instacart

## Biggest customer base



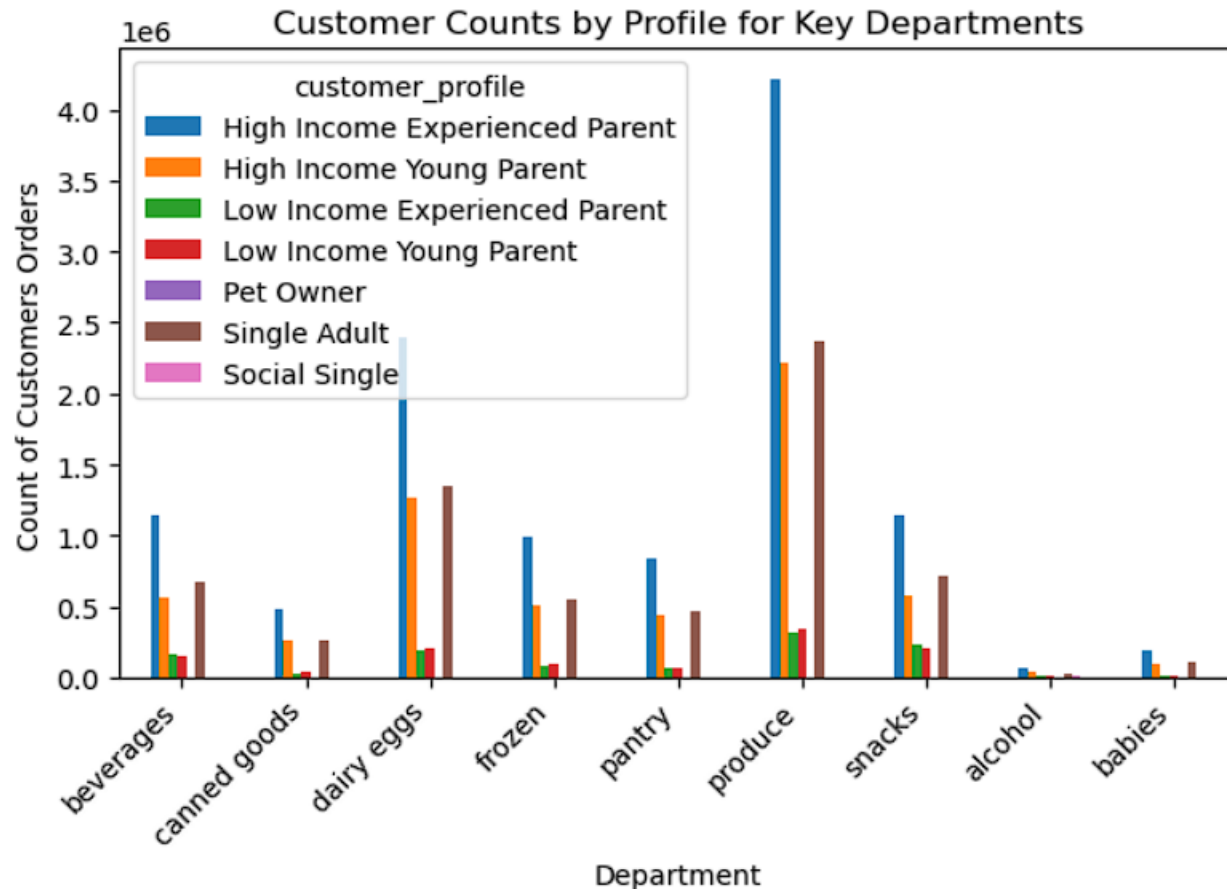
Instacart's biggest customer base:

- Is over the age of 40
- Resides in the south of the USA



## 4

# Customer Profiling & Most-popular department



The most customers that use Instacart are:

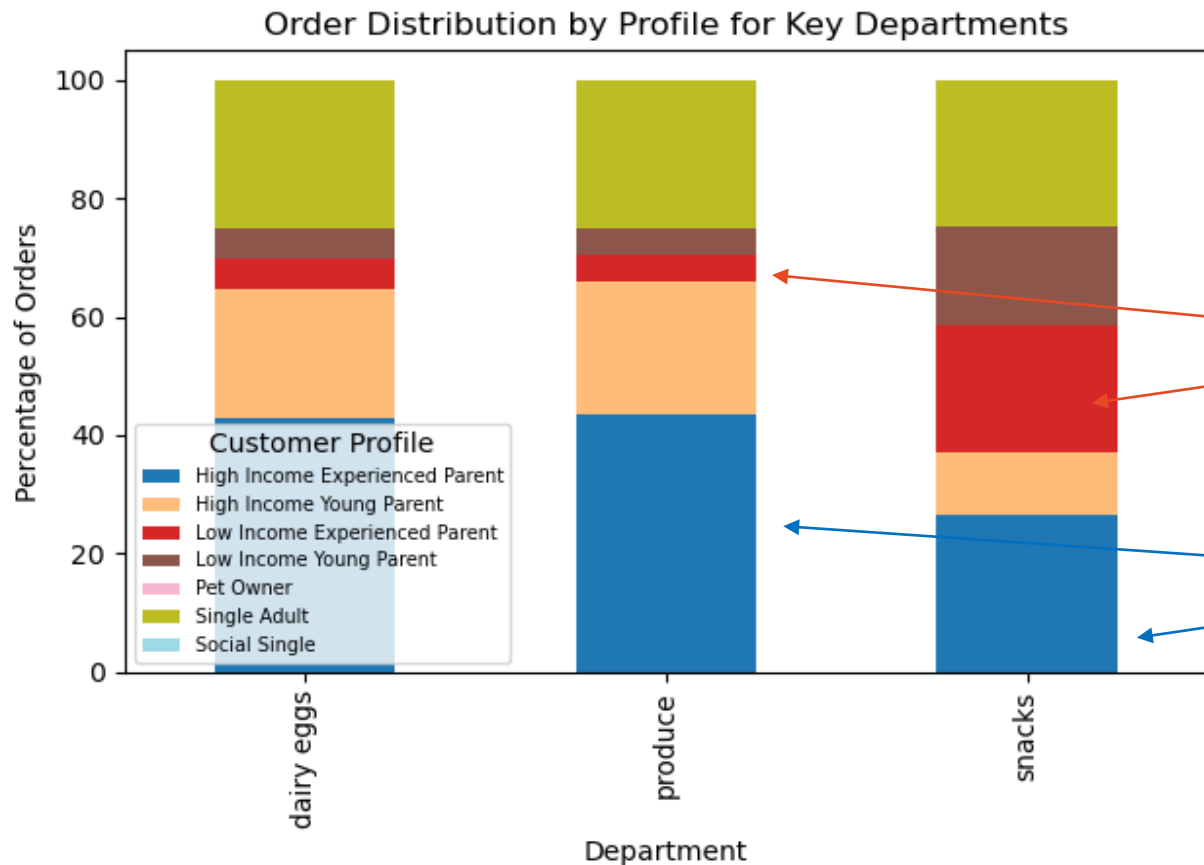
1. High-income parents >40
2. Single Adults
3. High-income parents < 40

The most orders come from the departments:

1. Produce
2. Dairy/ eggs
3. Snacks
4. Beverages

## 4

# Customer profiles and ordering habits



While produce is the most ordered-from department for most customer-profiles, **low-income families** are much more likely to order from the snacks department than other customer-profiles

# 4

## Instacart Data-driven recommendations



- To maximise on the time most customers use Instacart the least, scheduled targeted-ads should run in the evenings of weekdays or before 10am on weekends.
- Data shows that the more orders a customer has completed with Instacart, the more likely they are to order again, therefore it may be beneficial to incentivize customers to make more orders
- With regards to targeted ads, the largest customer base Instacart has are parents older than 40 and have more than 50,000 annual income
- Produce is most-often ordered by everyone except low-income families who prefer to use Instacart to order snacks

# 5

## Has the world recovered from COVID-19 in 2025

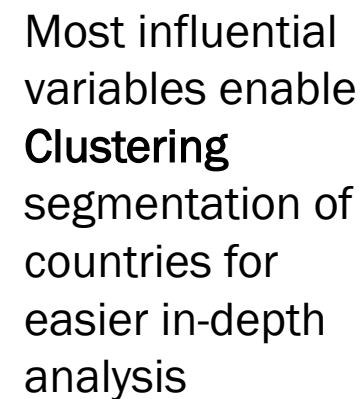


- **This Analyses seeks to answer the questions of:**
  - Did all countries respond the same way to the pandemic and if they differed, how? Why?
  - IF forecasted, does demographic data line up with current data, indicating that the pandemic has been recovered from?
  - Which countries fared the worst and should be most prepared for the future similar scenario?

**Dataset:** “United Nations, Department of Economic and Social Affairs, PopulationDivision(2024). World Population Prospects 2024, Online Edition.”  
(<https://population.un.org/wpp/downloads?folder=Standard%20Projections&group=CSV%20format> )

# COVID-19 Analyses

## Finding Interesting Demographics

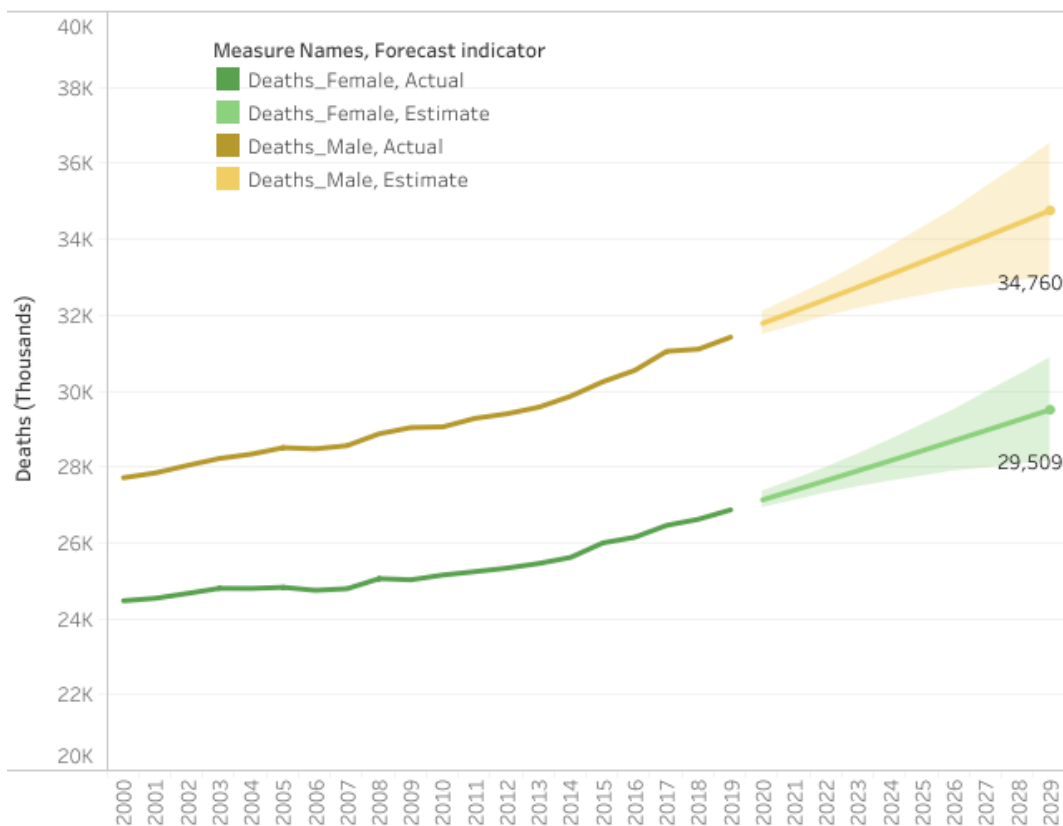




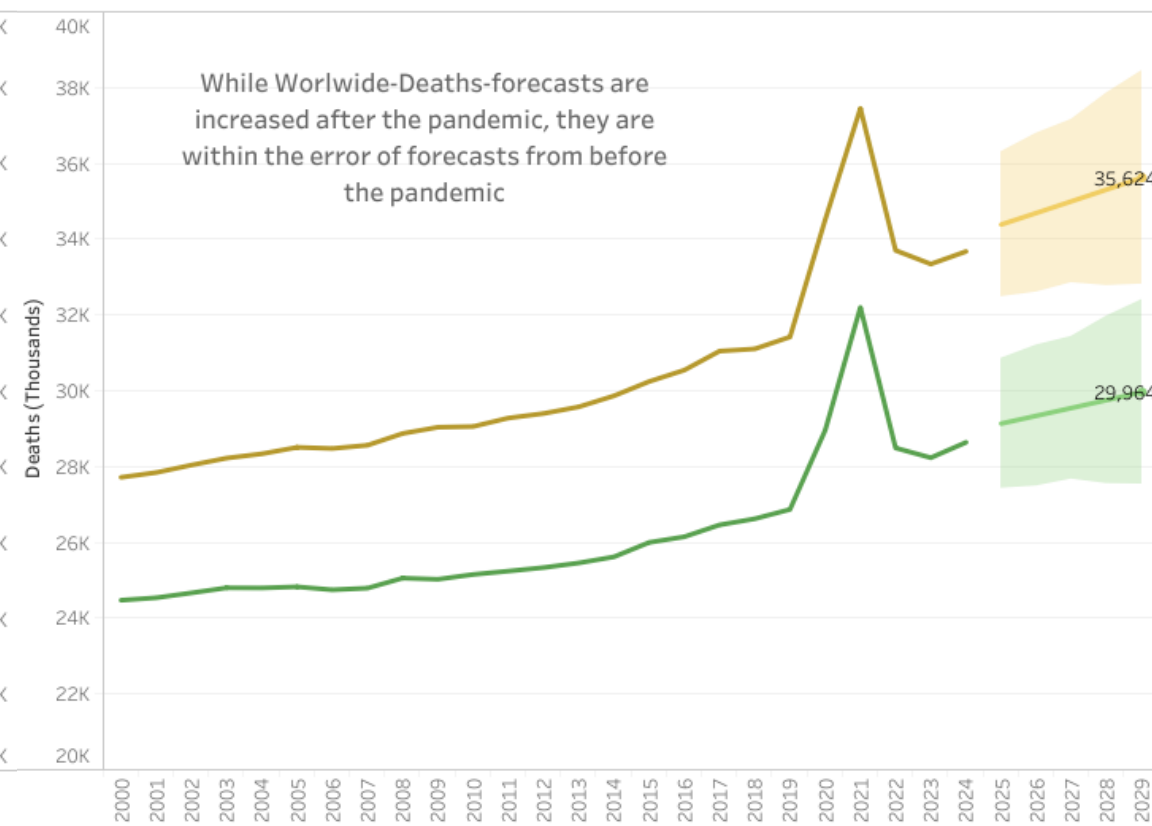
## 5

# Death-rate has returned to normal in 2025

Death Forecast Before COVID-19



Death Forecast after COVID-19

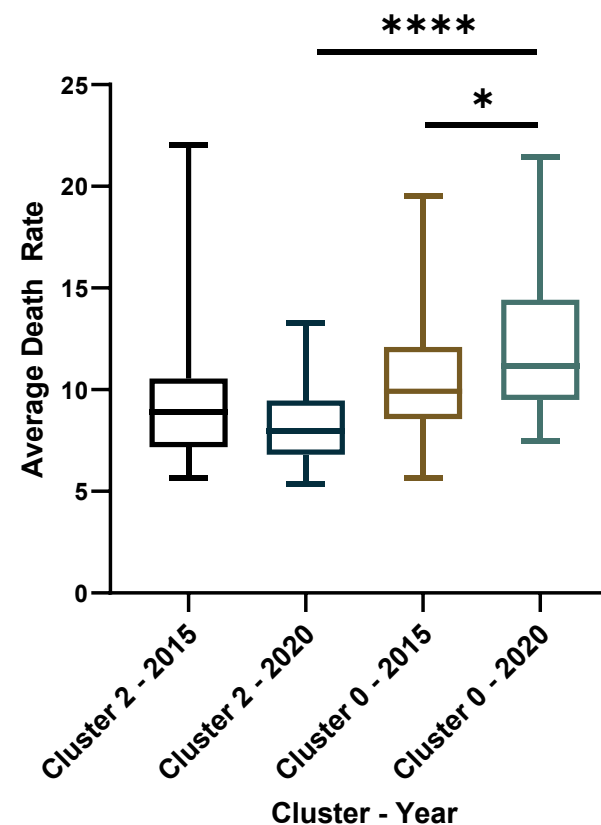
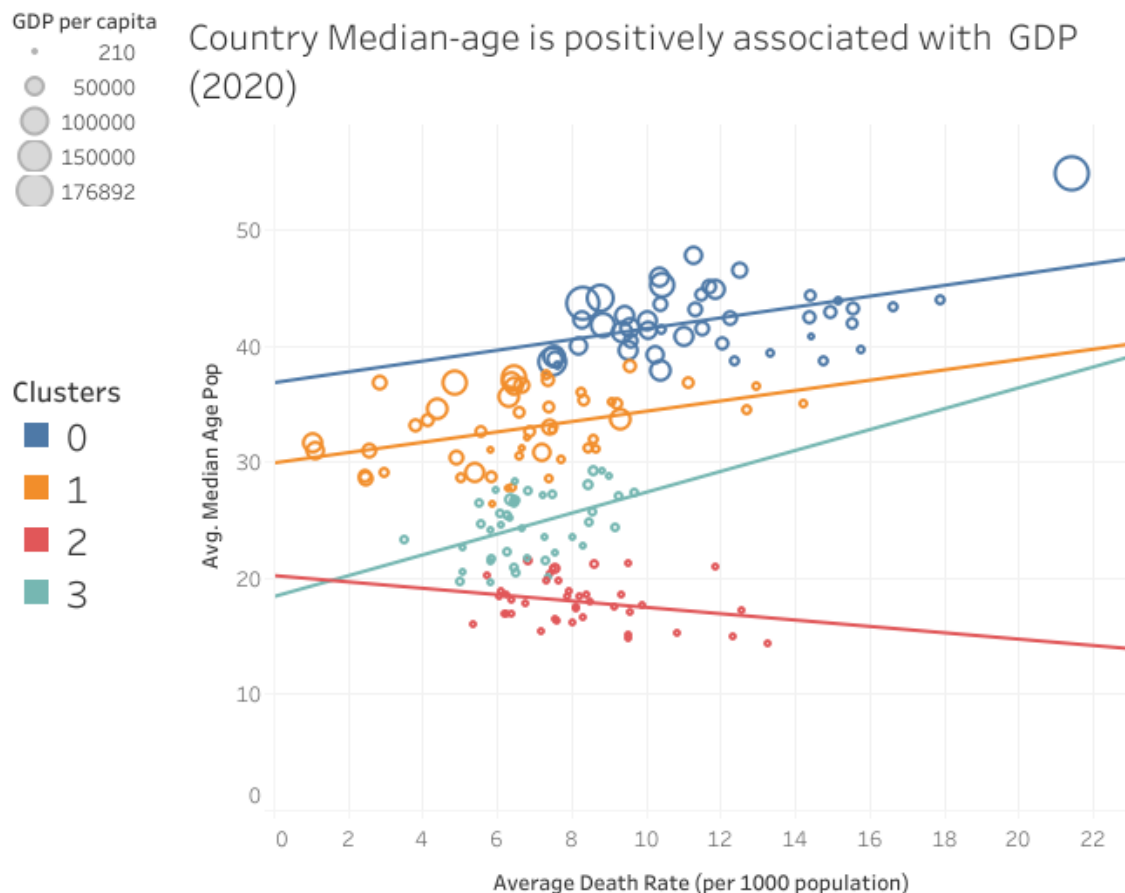




# 5

# COVID-19 Analyses Clustering

Clustering-analysis shows that the highest death-rate during COVID-19 pandemic is in High-GDP-per-capita, High-Median-Age Countries



Death-rate in cluster 0 in 2020 is statistically-significantly larger than the death-rate in cluster 2, the countries with the lowest GDP-per-capita

# 5

## COVID-19 Demographic analysis Data-driven recommendations



- All countries did NOT fare equally during COVID-19 with the countries with the highest GDP-per-capita having a larger death-rate during COVID-pandemic than the lowest GDP-per-capita countries
- It would appear that in 2025, the death-rate has returned to a level comparable to forecasts from pre-COVID. This would indicate that **the world has indeed recovered effectively from COVID-19 in 2025.**

# 6

# Citibike - Analysis of optimal bike distribution



- This Analysis seeks to answer the questions of:
  - Is there a weather component linked to the number of bike-rentals?
  - Why are Citibike customers in NY complaining about a lack of bikes?
  - How could we better distribute bikes to optimise bike rental?

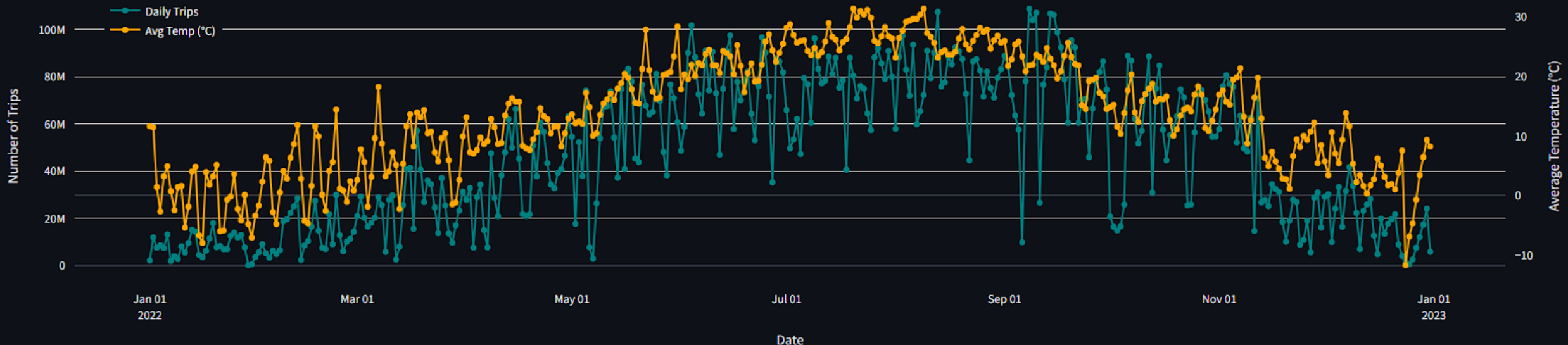
Output should be an interactive dashboard

**Dataset:** Citibike tripdata for New York, 2022 - (<https://s3.amazonaws.com/tripdata/index.html>) and climate data from La Guardia Airport (<https://www.ncei.noaa.gov/cdo-web/>)

## 6

# Citibike – Higher average temperature impact bike-rentals

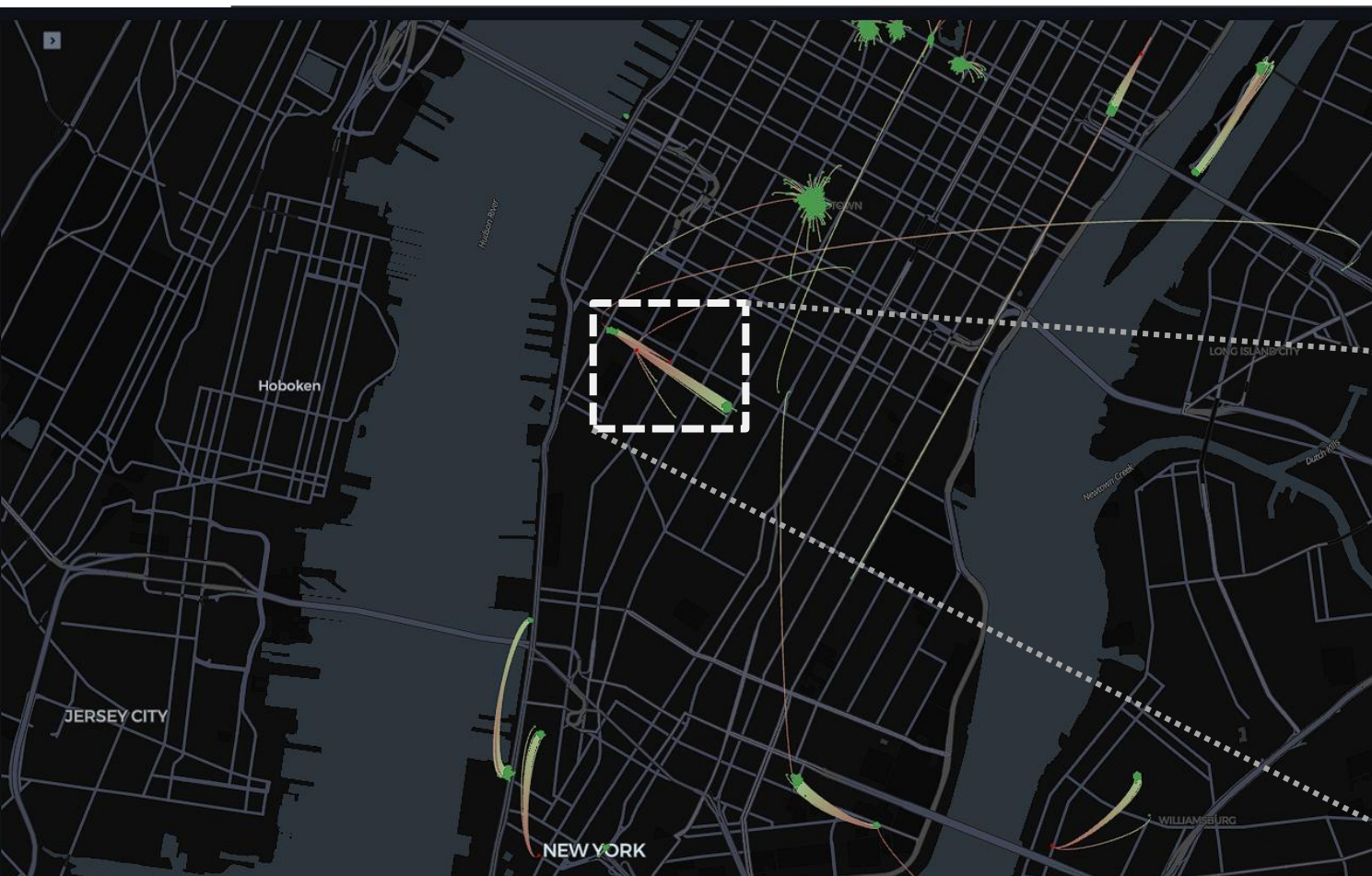
Daily Bike Trips vs. Daily Average Temperature



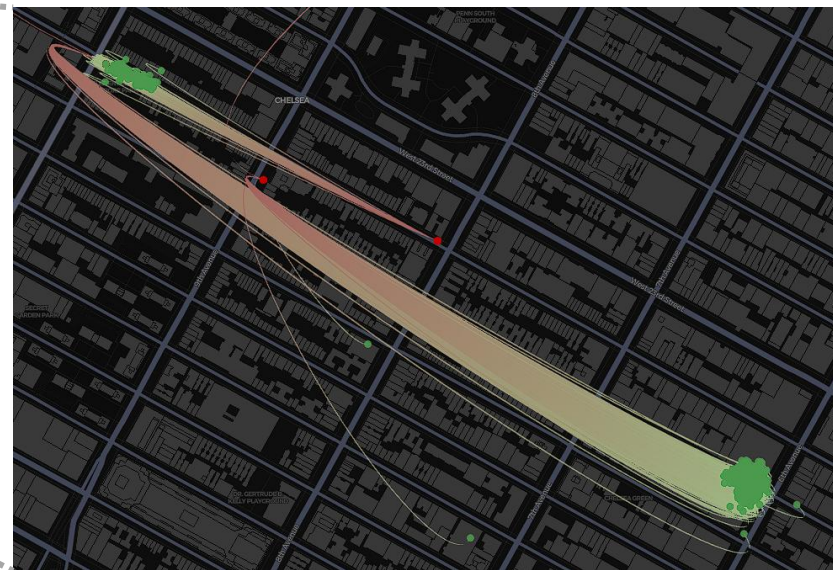


## 6

# Citibike – Most popular stations and bike-trips



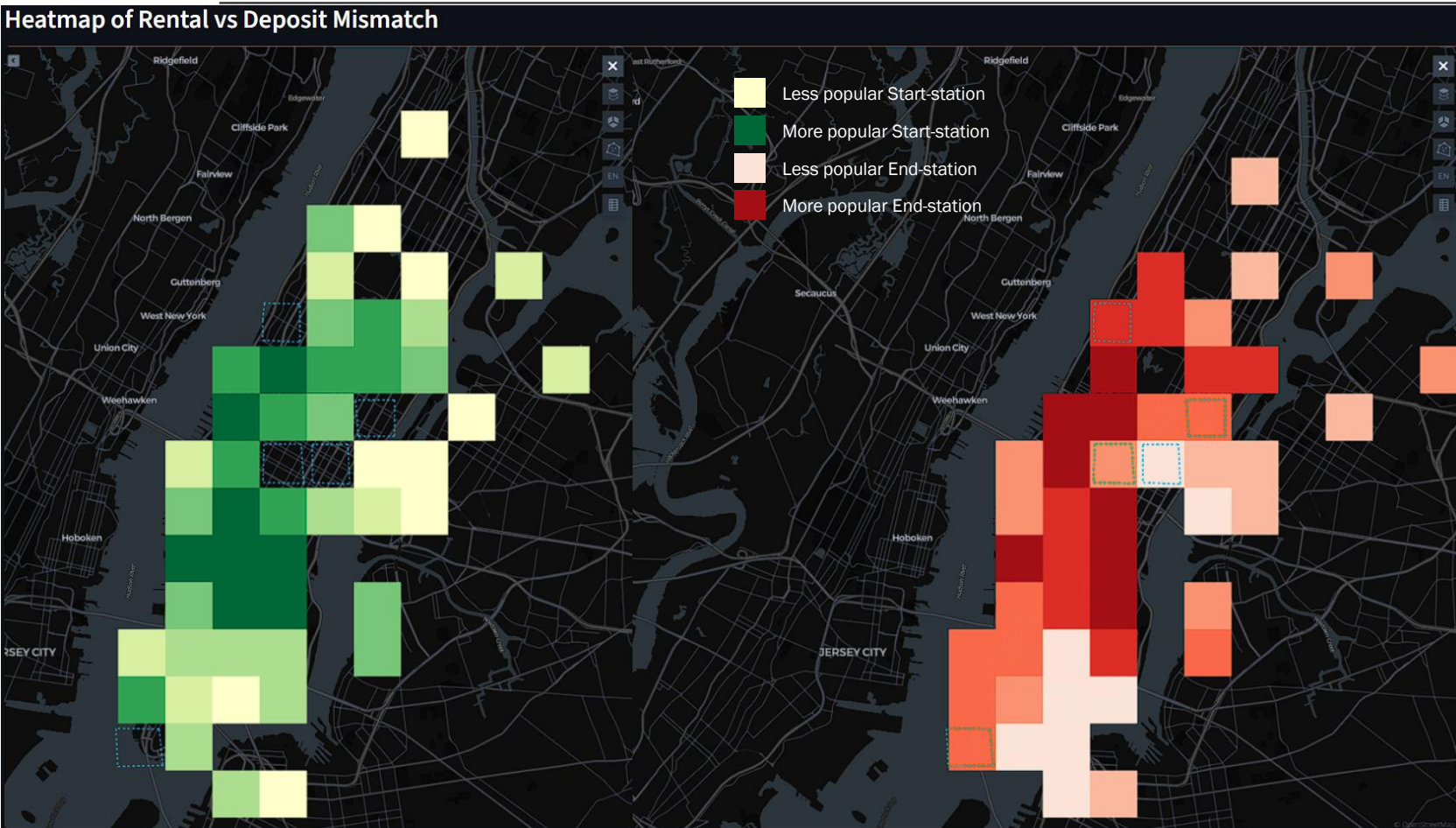
- The most popular stations are located South of Central Park
- Most popular stations in this area are:
  - 'W 21 & 6 Ave'
  - 'W St & Chambers St'
  - 'Broadway & W 58 St'.





## 6

# Citibike – Determining areas of high bike build-up



- Heatmap shows areas where bikes are being rented-from and moved-to
- The Blue dotted squares show where bikes are being deposited-to, but not rented-from.
- This could lead to a bike build-up.



# 6 Citibike – Data-driven recommendations



- Be prepared for heavier bike-rental usage starting in May and going up until mid-November. If warmer temperatures are happening outside these months, then heavier bike-usage may also happen.
- Begin a re-distribution of bikes from build-up areas to the areas of highest bike-rental. Specifically, bikes should be moved from stations at:
  - **W 22 & 8 Ave**
  - **1 Ave & E 68 St**
  - **S 4 St & Wythe Ave**
  - **Pier 40 - Hudson River Park**