

Summary

Data Scientist with hands-on experience in game development and analytics. M.S. in Applied Data Science (Syracuse University) with expertise in Python, SQL, and machine learning. Published a multiplayer PC game on Steam featuring player telemetry, inventory, and combat systems. Passionate about applying data-driven insights to enhance player experience, balance gameplay, and support decision-making in the gaming industry.

Technical Skills

Programming & Tools: Python (pandas, scikit-learn, matplotlib, seaborn), SQL, R, Excel, Jupyter, Git/GitHub, Unreal Engine 5 (Blueprints, multiplayer), AWS (S3, Gamelift)

Data Science: Machine Learning, Predictive Modeling, Data Cleaning, Statistical Analysis, Data Visualization

Databases: SQL, PySpark, relational databases

Projects

JungleBoys – Multiplayer PC Game (Published on Steam) | Unreal Engine 5, Blueprints

<https://store.steampowered.com/app/3519810/JungleBoys/>

- Designed and developed a multiplayer survival combat game with complex inventory, stamina/health mechanics, and item-based power-ups. The code is designed to work on a network using AWS, but after lag related issues the game was released as a split-screen multiplayer game.
- Implemented trace detection for combat, multiplayer replication, and UI systems for health, stamina, and inventory.
- Released on Steam (100+ downloads, player reviews in multiple languages) and engineered player telemetry system to analyze player data. As of August 2025, there are 111 lifetime unique users.

Database Management – Pokemon Pokedex | SQL, relational database modeling

- Built a relational database to query pokemon from generations 1-4. Created multiple tables, populated the tables with values, and coded sample queries in SQL that includes joins, views, nested queries, triggers, etc.

Wine Quality Analysis | Python, scikit-learn

- Analyzed 5,000+ rows of wine chemistry data; identified key factors predicting wine quality via regression modeling. Machine learning model built to provide users with wine recommendations based on preferences.

League of Legends Analytics | Python, PySpark

- Conducted quantitative analysis of thousands of E-sports matches and champion data; model built to predict win probability through statistical testing.
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Work Experience

Launch Math & Science Study Centers – Instructor | New York, NY | 2023 – 2024

- Developed and delivered coding lessons (Scratch, Python basics) to 30+ students.
- Introduced computational thinking and problem-solving through interactive learning modules.

Law Office of Matthew J. Salimbene – Administrative Assistant | New York, NY | 2017– 2018

- Analyzed legal case files; built detailed medical chronologies to support case preparation.
 - Improved data organization processes, enhancing efficiency and research workflows.
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Education

M.S. Applied Data Science | Syracuse University | 2024 – 2025 | GPA: 3.8

B.A. Psychology, Minor Chemistry | Hunter College | 2018 – 2022 | GPA: 3.71 (Cum Laude)

Leadership & Volunteering

Public Speaker – NAMI (National Alliance on Mental Illness) | New York, NY | 2020 – 2022

- Delivered 15+ talks on mental health awareness, collaborating with healthcare professionals.