

# GALIA APPEL

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## SUMMARY

Throughout my career, I've connected technology, education, and data, always looking for ways to make things clearer, more efficient, and impactful. I love solving problems, learning, and transforming complex information whether structuring a lesson plan, building a dashboard, or optimizing work-flows—into practical, meaningful insights.

## PROJECTS

### 2025 | Audible Library Dashboard ([Link](#))

[powerbi](#) [power-query](#)

Transformed my personal Audible library into an interactive Power BI dashboard, visualizing purchase habits, favorite authors and narrators, most popular categories and a book picker.

### 2023 | Product Range Analysis ([Slides](#), [GitHub](#))

[python](#) [numpy](#) [matplotlib](#) [seaborn](#) [scipy](#) [data-analysis](#)

Conducted a data-driven product range analysis, identifying key trends and insights to support strategic product management decisions.

### 2023 | SQL Data Analysis for a Book App ([GitHub](#))

[sql](#) [postgresql](#)

Analyzed book sales, ratings, and trends to support the development of a book app. Used SQL queries to identify popular authors, emerging genres, and reader preferences while ensuring data integrity.

### 2021 | A Machine Learning Analysis of Frankenstein ([Slides](#), [Report](#))

[python](#) [pandas](#) [scikit-learn](#) [numpy](#) [matplotlib](#) [seaborn](#)

A machine learning project in which I researched the authorship question of “Frankenstein” by learning texts of both authors and using ML models to determine which sentence in the novel can be attributed to which author.

## EDUCATION

### 2022–2023 | Data Analyst Bootcamp at Triple Ten ([Practicum100](#))

[python](#) [pandas](#) [numpy](#) [postgresql](#) [eda](#) [matplotlib](#) [seaborn](#) [plotly](#) [tableau](#)

Completed a 7-month intensive program focused on developing data analysis skills through real-world, data-driven projects. Gained hands-on experience with Python, Pandas, data visualization libraries, SQL, and Tableau.

### 2021–2023 | M.Ed in Technology in Education at Kibbutzim College

### 2010–2011 | Game Programming and Design at Beit-Berl College

[actionscript](#) [flash](#) [game-design](#)

### 2007–2010 | B.Sc in Biology at Tel-Aviv University

WORK EXPERIENCE

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2023–PRESENT

**System Administrator at Appleseeds**

airtable make powerbi sql react

Designed and implemented technology solutions to streamline organizational workflows, including automating the registration process and maintaining accurate databases. Developed dynamic dashboards. Maintained the "Digital Classroom" app, a tool for tracking attendance and collecting real-time lesson feedback. Resolved technical issues, executed SQL queries for data retrieval, and integrated data into Power BI visualizations.

2022–2023

**Learning Manager in Net@ Youth Organization at Appleseeds**

html css javascript react python

Led the transition to a new 8-year curriculum, defining course content for topics such as Advanced JavaScript, Python Basics, and Full-Stack React.

2021–2022

**Pedagogy Designer at Rimon Studio (from Beta Group)**

Designing and researching curricula for educational video games.

**Nick Academy:** A STEM-focused app that teaches subjects like math, physics, and space through interactive mini-games.

**Space Industry Mini-Games:** Six games created for the 2022 Space Week, covering topics such as satellite landing, asteroid mining, hydroponic systems, new space innovations, and Mars exploration, engaging students with real-world space challenges.

2016–2020

**Training Development Specialist and Instructor at Appleseeds**

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Created lesson plans, curriculum, and instructor training for a new programming path for 9th to 12th graders.

Including: Web design (HTML, CSS, JavaScript); Programming and game design in Unity (C#); Python (a blended course accompanied with Tel Aviv University's CS and Python course on Campus IL website). Teaching CCNA, ITE and web development (9th and 11th graders) in Net@ program.

2014–2015

**ActionScript 3 Developer at Pariplay**

actionscript flash

2013–2014

**ActionScript 3 Developer and Scrum Master at Compedia**

actionscript flash

LANGUAGES: Hebrew, English