

Linda Wheaton

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Experience

EY

Sep. 2022 – Jan. 2023

Technology Consultant - Technical Business Analyst

Sydney, NSW

- Worked with data analysts and a Big 4 bank client to design and develop granular data sets called data products to use as building blocks for business and enterprise analytics solutions
- Facilitated client workshops in collaboration with domain architects and business stakeholders
- Identified business requirements for use cases across 14 data products across multiple banking domains

EY

Feb. 2021 – Sep. 2022

Technology Consultant - Data Engineer

Sydney, NSW

- Worked with engineering teams and a top Australian insurance client to simplify financial systems landscape in the cloud and support IFRS17 regulatory requirements
- Developed complex data transformations using Python, Spark and SQL for multiple financial source systems
- Created and ran PySpark scripts to access data in AWS and ensure data was transformed correctly
- Collaborated with source system experts to create data mappings and logic from source to target
- Unit test creation with Pytest and data validation on source and target tables between data layers using Spark and SQL
- Investigated defects and debugged using Spark and SQL

EY

Mar. 2021 – Jul. 2021

Technology Consultant - Technical Business Analyst

Sydney, NSW

- Worked with a top Australian insurance client to expedite the implementation of reference and master data in TIBCO EBX
- Built data models and workflows for end users to support ongoing use of functions and processes
- Led business analysis and workshop activities to document and understand end-user requirements

Education

University of Sydney

BS Computer Science

2017 – 2020

Sydney, NSW

Projects

Emoji Journal Prompts

- A React application that uses the OpenAI API, Express, JavaScript and Node to generate journal prompts based on emojis the user selected.

Note Keeper

- A React application that allows users to save and delete notes.

Stickman 2D Platformer Game

- A 2D platformer game where players control Stickman and progress through multiple levels by avoiding or killing enemy slimes, picking up coins, and reaching the chest at the end of each level. Built with Java, JavaFX and Gradle.

Skills

Technical Java, Python, SQL, Azure (AZ-900 certified), React, Express, Node, JavaScript

Business Stakeholder engagement, workshop facilitation, Agile methodologies