becky-liu / data-engineer

I am a Data Engineer with experience in data mining, cleaning, building Machine Learning models and developing tools for data projects. In my previous career I worked in design for mobile adTech and the gaming industry as a brand guardian and art director for data driven playable adverts.

I am currently studying a Masters in Computer Science focusing on Data Analytics working on healthcare data projects using Python libraries: Matplotlib, scikit-learn, NLTK, seaborn, Pandas, Numpy.

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% skills ▭ □

Programming
Python(Jupter Notebooks, Spark), Java, HTML/CSS (SASS, Grid, Flex-box, Bootstrap), Javascript, C, SQL, Automation (Selenium)

Tools
WordPress, Photoshop, Illustrator, Adobe XD, After Effects, Indesign, Sketch

Soft Skills
Fast learner, out-the-box thinker, self-motivated, adaptable, positive, collaborative and able to talk tech to non-techies.

% hobbies ▭ □

Blogging: personal blog about tech, web management, personal projects..
houseninetytwo.com

Volunteering: computer help teacher for The Association of Jewish Refugees.

Arts & Crafts: painting, sewing, making, baking anything off-screen!
instagram.com/bexacreates

Fitness: i love gymnastics/callistenics and currently working towards handstands.

% education ▭ □

Master of Science in Computer Science (Data Analytics)
University of York / Sep'20 - Present
Completed modules: Algorithms & Data Structure, Advanced Programming, Big Data Analytics, Software Engineering.

Bachelor of Arts in Graphic Design
University of Southampton / 2011 - 2013

% past-projects ▭ □

Behaviour Risk Assessment
Using Machine learning models Naives Bayes, Decision Tree in WEKA to classify obesity for BRFSS subjects.

Diabetes Dataset
Clean and prepare data to use for ML to predict 30 day readmission for diabetes patients.

Data Cleaning Tool
Built a tool in Python to import, clean, wrangle, visualise dataset then export to JSON.

Click For Portfolio

% work-history ▭ □

Three Sixtee, Marketing Agency / Jan'21 - Present
As brand guardian I build out digital communications for omni-channel including: reports, gated content, CRM, marketing, templates, concepts for digital projects and managing freelancers.

Vungle, Mobile adTech / Sept'18 - July'20
As Visual Designer I storyboard playable adverts, art direct developers, re-skin phaserJS games, video edit in after effects and was brand guardian for marketing during re-brand.

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