becky-liu / data-engineer

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I am a Data Engineer with experience in data mining, cleaning, building Machine Learning models and developing tools and algorithms 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. Seeking a role working with Machine Learning and Big Data.

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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: WordPress personal blog for tutorials on tech and web management
houseninetytwo.com

Volunteering: computer teacher for The Association of Jewish Refugees for 3yrs gained skills teaching tech to over 80 year olds.

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

Fitness: building strength for callistenics/ gymnastics.

% 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 am responsible for all visual communications for omni-channels, concepts for digital projects and I manage freelancers.

Vungle, Mobile adTech / Sept'18 - July'20
As Visual Designer I storyboarded playable adverts, art direct developers, re-skinnned phaserJS games, video editted in after effects, conducted workshops to streamline design process and was brand guardian for all visual comms for marketing.

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