

# Nathaniel Clark

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## Education

### Brigham Young University – Idaho

**Bachelor of Science, Data Science**

*September 2024 – Present*

GPA: 3.46

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## Experience

### Data Science Tutor

#### Brigham Young University – Idaho

*April 2025 – Present*

- Provided one-on-one support for data science concepts: analysis, programming, visualizations, and statistics
- Tutored students in Python, R, data analysis, and machine learning
- Assisted students in a walk-in lab covering a variety of statistics and data science courses

### Project Manager – Agentic Grader

#### Brigham Young University – Idaho

*April 2025 – July 2025*

- Led a team to develop an automated grading system for a semester-long project
- Utilized tools like **n8n** and **LLM APIs**

## Course Designer – Data Engineering

### Brigham Young University – Idaho

*April 2025 – July 2025*

- Designed curriculum and assignments for a data engineering course
- Used **Snowflake**, **Airflow**, and **Python** for teaching automation and data pipeline concepts

## Teaching Assistant

### Brigham Young University – Idaho

*December 2024 – July 2025*

- Graded and created assignments for courses including Fundamentals of Cybersecurity, Introduction to Databases, and SQL
- Mentored students on technical concepts and problem-solving approaches

## Full-Time Missionary

### The Church of Jesus Christ of Latter-day Saints – Salt Lake City, UT

*January 2022 – December 2024*

- Developed interpersonal and communication skills through community outreach
- Worked 60–80 hours per week in challenging conditions, maintaining a positive and goal-focused mindset

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## Technical Skills

- **Languages:** Python, R, C#, SQL
- **Data Science:** Data cleaning, data visualization (*ggplot2*, *Lets-Plot*), data wrangling (*Polars*, *Tidyverse*), machine learning (*TensorFlow*, *scikit-learn*, *XGBoost*)

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## Awards & Recognition

- **3rd Place**, Cybersecurity Category — *USU Hackathon 2025*, Utah State University ([Stenography Project](#))

## Projects

- **Metals in Mistborn:** Text wrangling a visualization of Mistborn Final Empire, for more you can read this [article](#) or see the code [here](#).
- **Disc Golf Speed Prediction:** Predicting the speed metric from a discs physical metrics with xgboost. See the [article](#).