

Sanabu Washizuka

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SUMMARY OF QUALIFICATIONS

- **Educated in data engineering and analysis** from the Data Science and Visualization Bootcamp from University of California, San Diego, completing 15+ projects **focusing on Python and both SQL and NoSQL databases**
- **7+ years of experience managing projects in video game publishing** in production teams
- **Planned data pipelines** for educational team projects, coordinating with and reviewing team member code
- **Deployed 3 web apps** using data pipeline concepts, connected to external databases and user-interactive interfaces using Python and Flask
- Experience in process improvement analysis through the **introduction of methodologies for data collection to aid metrics-based decision making**
- **Practice proactive, open communication while focusing on shared goals** between cross-functional teams, executive management and stakeholders to address needs and maintain positive work environments
- Certified as a **Project Management Professional (PMP)** by the Project Management Institute
- **Bilingual** (English/Japanese)

TECHNICAL SKILLS

- **Languages:** Python 3 (flask-sqlalchemy, Pandas, Matplotlib, API interactions), SQL, JavaScript (D3.js, Plotly, Leaflet.js), VBA, HTML, CSS, R
- **Databases:** MySQL, PostgreSQL, SQLite, MongoDB
- **Tools:** Snowflake, Heroku, AWS, Azure, MongoAtlas, Git, GitHub, Tableau, Power BI, VS Code, Photoshop, Premier
- **Other:** Database engineering/normalization, ETL, data modeling/pipelines, Git repository management, web dashboard creation, regression modeling/forecasting, machine learning

PROJECTS

"Employee Attrition Prediction" | GitHub: https://github.com/SanabuW/attrition_ML

Educational, team web app project exploring employee departures in a fabricated data set with machine learning. Prediction model provided with user input interactivity to generate predictions.

- **Developed data pipeline and app infrastructure** and connected to Heroku and web browser form inputs
- **Debugged** team member machine learning prediction code
- **Managed GitHub repository**, resolving code conflicts and integrating team member code into main app

"California Beach Water Quality Report" | GitHub: https://github.com/SanabuW/team_B-CA_beaches

Educational, team web app project using web scraping and API calls to build a SQL database of beach water quality. SQL database then used to retrieve data to display on a front-end browser display.

- **Developed data pipeline and app infrastructure** and connected to Heroku hosting service and SQL database
- **Created both a Leaflet.js marker map and time lapse map**, utilizing flask-sqlalchemy to provide data
- **Managed GitHub repository**, resolving code conflicts and integrating team member code into main app

"Belly Button Biodiversity Dashboard" | GitHub: <https://github.com/SanabuW/Plotly-challenge>

Educational, solo project building a dashboard using JavaScript and Plot.ly and extracting data from a local JSON source.

- Created a dashboard with **user interaction/usability** as a design priority
- **Utilized event listeners and D3.js library** to dynamically update datasets displayed by Plot.ly visualizations

WORK EXPERIENCE

Freelance Translator

November 2019 – March 2021

Engrish Translations, Irvine, CA

Independent contractor to translate Japanese text into English for 4 video game projects (4-5 months per project)

- **Employed personal data-based progress tracking** to report expected completion dates within 95% accuracy

Project Manager

August 2019 – October 2019

Core Systems, Poway, CA

Oversaw schedule and progress of final integration phase for computer server assembly.

- **Analyzed and audited production tracking procedures** and **advised teams on best practices for data entry** to ensure data integrity for progress analysis
- **Developed new scheduling system based on metric estimates** improving accuracy of previously unknown delivery dates to rough order of magnitude estimates of -25% to +75%
- **Advised on creating metrics-based human resource allocation procedures** to ensure balance between workloads and human resources across 10+ simultaneous assembly orders

Producer

November 2018 – January 2019

Spike Chunsoft, Inc., Long Beach, CA

Project leader for video game localization and publishing projects. Suggested schedules, monitored progress of tasks, and acted as the coordination point between functional teams, key stakeholders, and vendors.

- **Implemented daily progress tracking processes** to resolve issues and reduce delivery estimates of late milestone by over 3 weeks
- **Utilized servant leadership approaches** and one-on-one meetings when coaching team members
- Led office-wide progress meetings

Sr. PC Project Coordinator

June 2018 – October 2018

Idea Factory International, Inc., Gardena, CA

Supervisor of the newly expanded PC game project team, overseeing tasks of new PC Project Coordinators.

- **Supervised, trained, guided, and delegated tasks** to new PC Project Coordinators
- **Updated manager team on regular basis** as the PC department representative for ongoing projects

PC Project Coordinator

April 2016 – June 2018

Idea Factory International, Inc., Gardena, CA

Spearheaded the development of new processes and management systems to handle increased scope of users.

Supervised testing teams of 6+ members, delegated to cross-functional teams, and communicated with stakeholders.

- **Developed quality assurance task tracking system** to quantify testing progress
- **Designed new frameworks to translate end-user input to team task outputs** for over 12 PC-porting projects upon creation of a new PC Customer Support role, organizing 200+ support tickets per release

CERTIFICATIONS

Data Science and Visualization Bootcamp Graduate Certificate, University of California, San Diego - May 2021

Project Management Professional, Project Management Institute - January 2018

EDUCATION

University of California San Diego Extension

- Data Science and Visualization Bootcamp

University of California, Irvine

- Bachelor of Arts, Business Economics

Hitotsubashi University, Tokyo, Japan

- One-year Education Abroad Program sponsored by University of California, Irvine with coursework in Japanese