

Engineer in Electronics and Telecommunications with 4 years of experience in Education and Naval Industry. Eager to apply my data analysis skills in a dynamic environment. **Skilled in Python, SQL and data visualization.** Experienced in **multidisciplinary collaboration** and **technical reporting based on data.** Focused on delivering actionable results to meet business needs.

SKILLS

Python SQL Tableau Power BI Microsoft Office 365 Jupyter Notebook Visual Studio Code Google Colab Project IDX
Prompt-Engineering Lateral Thinking Effective Communication Cognitive Flexibility Multidisciplinary Collaboration

EDUCATION

Data Analyst, Tripleten (Bootcamp Online). *Oct 2023 – Jun 2024*
Mgs. Pedagogy for Technical Vocation, Universidad Bolivariana del Ecuador (Online). *Jul 2022 – Oct 2023*
Ing. Electronics & Telecommunications, Escuela Superior Politécnica del Litoral. *May 2010 – Feb 2017*

COURSES

SQL for Data Science (MySQL), A2 Capacitación (online). *Mar 2023 – Jun 2023*
Python for Data Science, A2 Capacitación (online). *Jun 2023 – Sep 2023*
Power BI for Data visualization, A2 Capacitación (online). *Jan 2024 – Feb 2024*

WORK EXPERIENCE

Executive Council Member and Microcontroller programming teacher (Office 365, Autodesk, Arduino) *Oct 2019 - Mar 2023*

Colegio Técnico Industrial Febres Cordero

- **Planned and conducted statistical analysis** of student council election results, reducing delivery time by 45%.
- **Provided ICT support** to the Rectorate for the accountability report for the 2022-2023 period, reducing delivery time by 33%.
- **Analyzed satisfaction surveys** from guests at institutional events, resulting in a 20% improvement in quality.

Electronic Design Assistant (Office 365, AutoCAD, Inventor) *Feb 2018 - Dic 2018*

ASTINAVE – Astilleros Navales Ecuatorianos

- **Reported operational parameters** of the surveillance and navigation system to the technical team, enhancing decision-making by estimating equipment failures 7 days in advance, preventing damage and replacement costs, and saving 3% of the maintenance budget. This also improved the bug resolution time for the development team by 10%.
- **Updated the diagram design** of electrical, electronic, and mechanical systems, enhancing readability for technicians and improving operational efficiency by 20%.
- **Collaborated with finance**, procurement, electricity, and mechanics departments to facilitate communication for project development and decision-making.

PROJECTS

Data Analytics - Python *Oct 2023 – Jun 2024*

- Developed a **logistic regression classifier model with Scikit-Learn to predict membership cancellations** at a sports center, achieving an accuracy of 91% and a precision of 81%. Also implemented customer clustering techniques using K-means and **hierarchical clustering** with dendrograms to characterize their behavior and facilitate retention strategy planning. https://github.com/ScinDBad/churn_prediction_fitness
- Conducted **exploratory analysis with Seaborn and evaluated the effectiveness of Contact Center operators** using measures of central tendency as thresholds. **Identified 29% of operators as ineffective** by quantifying tasks performance, normalizing the distance to defined thresholds for each task using Scikit-Learn, and performed a **one-sided t-test with SciPy** to statistically support the average levels of inefficiency found. https://github.com/ScinDBad/DA_proyecto_final/tree/main/Telecom
- Developed an **A/B test with SciPy to compare the conversion of views on an online shopping platform** between the original system and a recommendation system. Visualized results with Plotly and determined that the **recommendation system had 16% fewer conversions but showed 6 peaks in activity** during the seasonality of December 2020, which helped alleviate view traffic congestion. https://github.com/ScinDBad/DA_proyecto_final/tree/main/AB_test

- Conducted **exploratory analysis on a digital book repository via remote connection to the SQL database** using Pandas and **SQLAlchemy**. Identified the most reviewed book had with average rate of 3.71, as well as the major editor that published 42 books with a minimum of 50 pages. https://github.com/ScinDBad/DA_proyecto_final/tree/main/sql_bookdata
- Conducted an **exploratory analysis of the video game industry with Seaborn and Plotly. Used an API to fetch data and fill in 77.2% of remaining missing values after main depuration**, explored the sales and popularity of games and platforms having an average lifespan of 10 years, as well as the relationship between sales and scores. **Performed Welch's t-tests with SciPy to compare the average scores** of platforms and genres with similar sales and found a 47.8% probability that the difference in average ratings between XONE and PC is due to chance, suggesting similarity. <https://github.com/ScinDBad/gamEda>

LANGUAGES

English – Intermediate

Spanish – Native