

Sergio Gutierrez

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EDUCATION

University of Southern California

B.S. Economics and Data Science

Los Angeles, California

Expected Graduation, May 2027

EXPERIENCE

Techsalerator

Los Angeles, California

Data Product Research Intern

Sep 2025 - Dec 2025

- Conducted market research on 50+ global data providers to identify key trends, competitors, and emerging opportunities in the AI and analytics industry.
- Analyzed product performance, customer feedback, and market demand to generate insights that informed development and strategy.
- Collaborated with cross-functional teams to enhance data product features and support new product initiatives.
- Produced data-driven reports and presentations summarizing insights and strategic recommendations for stakeholders.

RESEARCH EXPERIENCE

University of Southern California | Yale University (Haskins Lab) | CUNY

Los Angeles, California

Research Assistant

Jan 2025 - May 2025

- Researching speech recognition systems using neural networks and Python-based machine learning libraries.
- Utilizing sine wave speech to probe the internal representations of AI-based speech models.
- Implementing data preprocessing, feature extraction, and model evaluation using PyTorch, Librosa, and NumPy.
- Analyzing the linguistic and cognitive mechanisms behind AI speech recognition, contributing to advancements in human-computer interaction and AI model interpretability.

PROJECTS

Global Video Game Sales Dashboard

Los Angeles, California

Oct 2015 - Nov 2025

- Built an interactive Tableau dashboard analyzing 16,000+ global video game sales records from Kaggle to identify top-performing genres and platforms.
- Cleaned and transformed raw data using Python (Pandas), enabling efficient integration into Tableau for visualization.
- Designed clear, insight-driven visuals to highlight global sales trends and platform performance (Nintendo, PlayStation, Xbox, PC).

NYT Connections Game

Los Angeles, California

April 2024 - May 2024

- Developed a word association game using Python, applying object-oriented programming principles to ensure scalability and maintainability.
- Focused on quality and functionality by incorporating error handling, intuitive prompts, and validation mechanisms to ensure a seamless user experience.
- Utilized file handling and data serialization techniques (CSV and binary files) to manage game data, such as puzzles and user progress.

WORK EXPERIENCE

Think Coffee

New York, New York

Lead Barista

Jul 2023 - Aug 2024

- Provided high-volume customer service, handling 200+ orders per shift in a fast-paced environment.
- Collaborated on seasonal drink innovations, increasing specialty drink sales by 15%.
- Trained 5+ new team members, including the current regional manager, improving onboarding efficiency.

ACTIVITIES AND LEADERSHIP

USC SCOPE (Software Engineering Club)

Los Angeles, California

Member

Aug 2024 - Current

- Developed web applications using React, Next.js, and JavaScript, focusing on front-end user experience.
- Engaged in technical workshops, expanding knowledge in software development and teamwork in agile environments.

SKILLS

Programming: Python, SQL (Academic), NoSQL (MongoDB), C++, HTML, CSS

Data Science: Tableau, NumPy, PyTorch, Matplotlib, Excel (Pivot Tables, Power Query)

Concepts: ETL Pipelines, Data Cleaning, Visualization