Sonoma K. Miller

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EDUCATION

Bachelor of Science in Informatics - Data Science   **Seattle, WA**
University of Washington   *Expected March 2026*
- 3.6 Cumulative GPA
- Study Abroad: Travel Writing in Rome, Italy - Autumn 2022
- Published "Airbnbs Near Our National Parks: Trash or Treasure?" in *The Economizer* - Spring 2024

Relevant Coursework: Data Science and Analysis, Computer & Data Programming, Statistics, Databases & Data Modeling, Product and Information Systems Management, Web Development, Design Methods, Research Methods.

WORK EXPERIENCE

Software Engineering Intern - Data Science and Analytics   **Palo Alto, CA**
Rivian and VW Group Technologies   *June 2025 - September 2025*
- Performing exploratory data analysis in Python on live Rivian data ingested from Fivetran to deprecate and migrate 18,000+ objects and permissions from a SQL-based legacy catalog.
- Created executive-facing Databricks and Hex dashboards and models with dbt to support the Big Data and AI team in transforming, cataloging, governing, and enabling data in the company ecosystem.

Data Programming Teaching Assistant   **Seattle, WA**
Paul G. Allen School of Computer Science & Engineering   *December 2024 - Present*
- Guiding 285 students in mastering Python programming and core data science concepts.
- Collaborating with professors and a community of TAs to design 10 weeks of curriculum covering data structures, visualization, and machine learning concepts for the data programming class.

Research Assistant, Project Lead   **Seattle, WA**
Paul G. Allen School of Computer Science & Engineering   *September 2024 - December 2024*
- Contributed to Jupyter notebooks and lecture content using sonification and the Python library matplotalt in order to improve computing accessibility education by visualizing graphs with sound and alt text.

Brand Partnerships Intern   **Seattle, WA**
Electronic Arts   *June 2024 - September 2024*
- Utilized Zoomph and Marketboard analytics dashboards to deliver reports, bringing an estimated social value of over $5.6M to the data and marketing teams through partnership work for 3 game titles.

UI/UX Design Research Assistant   **Seattle, WA**
University of Washington   *October 2023 - December 2024*
- Used Figma to lead wireframing and prototyping design for a psychological study focused on analyzing decision-making processes during drinking.
- Transformed collected data into 8 actionable alcohol intervention modules distributed to participants.

LEADERSHIP & INVOLVEMENT

Data Entry, *Felidae Conservation Fund*   **March 2024 - April 2025**
- Entered wildlife conservation data and annotated over 800 images for analysis, aiding in the refinement of machine learning algorithms aimed at enhancing wildlife conservation strategies.

Business Sector Lead, *Washington Tunneling*   **October 2023 - March 2025**
- Managed 5 people on the business subteam, cross-platform marketing with 2,000+ followers, finances of over $25k, and maintenance of the club website.
- Positioned 40 members for success in the international Not-A-Boring competition, resulting in 1st place global award in the 2025 Cutterhead Mini Competition.

Artist   **January 2015 - December 2023**
- Illustrated senior edition cover of *Tartan Shield*, distributed to 2,500 students (2022).

- Awarded California Arts Scholar from the California State Summer School of Arts (CSSSA) (2021).
- Illustrated digital images for "A Platypus Puss," a published children's book sold worldwide (2020).
- Won Sweepstakes Award for Teen Sewing at the LA County Fair (2019).

SKILLS AND CERTIFICATIONS

Languages: Python, SQL, R, Java, HTML, CSS, JavaScript.
Tools & Technologies: Git, Tableau, Databricks, Hex, Jupyter, Figma, Azure DevOps, Confluence, Miro, Jira, Excel.