



# STEVEN GILANDAS

## DATA ANALYTICS | BIOSTATISTICS

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### PROFILE

I am a Data Analyst with an interest in Biostatistics. Fulfilling work for me is approaching a problem in a creative way and building solutions that are technically robust. I treat my technical output as a teaching opportunity - a way to engage with people and build knowledge. I'm particularly interested in using population health data to solve systemic problems in the way healthcare is delivered to communities.

### EDUCATION

#### University of New England

Bachelor of Biomedical Science  
GPA: 6.96 Jun 2017 - Jun 2023

#### University of Sydney

Master of Design Science  
(Digital Media) Feb 2003 - Nov 2005

#### University of Sydney

Bachelor of Arts 2002

#### Southern Cross Training

Cert IV Training & Assessment 2017

### TECHNICAL SKILLS

- **Programming:** Python | SQL | R | MATLAB
- **Data handling/ Vis:** Excel | Power BI | Tableau
- **Adobe:** Photoshop | Illustrator | After Effects
- **3D:** Maya | 3ds Max | Cinema 4D

### PERSONAL SKILLS

- **Teaching/ Curriculum writing:**  
University lecturer 4 years, 7 years total teaching experience
- **Presentation design:**  
Creating compelling visual presentations - skilled at organising information in a digestible and compelling way to convey complex concepts to diverse audiences.

### AWARDS

**UNE Vice Chancellor's Scholar Award** Jun 2023  
Graduating with GPA 6.7 or higher  
Honor roll.

**UNE Physiology Prize - 3rd Year** Jan 2022  
Highest aggregate grade in Year 3  
physiology units: cardiorespiratory  
physiology, neurobiology, immunology,  
haematology, metabolism and nutrition

### PROJECTS

 [stevengilandas.github.io/portfolio](https://github.com/stevengilandas.github.io/portfolio)

#### Fitbit Data Analysis

Developed a predictive model analysing Fitbit data over one month to correlate activity logging frequency with exercise efficiency and health outcomes, revealing key insights into daily calorie burn. Utilized Python, R, and Tableau for comprehensive data analysis and visualization

#### Wind Farm Data Analysis

Analysed geographical distribution and efficiency of US wind farms, identifying operators and parent companies to guide investment decisions. Contributed to a group project that assessed turbine power generation, maintenance costs, and market trends, supporting investment strategies in the wind energy sector. Built using Python and Tableau

### PROFESSIONAL EXPERIENCE

#### Data Analyst Student | Biostatistics

**General Assembly** Nov 2023 - Feb 2024

- Focused on advanced Excel, SQL, Power BI, Tableau, Python
- Full time intensive program: 600+ hours comprising coding, statistical analysis, online collaboration, applying a problem solving workflow to data analytics. Produced group and individual capstone projects using Python, Tableau, R

#### Designer

**Bell Training Solutions** 2015 - 2023

- Designed and developed graphics for training packages and client presentations
- Adobe photoshop, PowerPoint

#### Teacher/ Curriculum Writer

**Academy of Interactive Technology** 2009 - 2010

(Formerly AIT - Academy of Information Technology). Curriculum writing: new Intro to 3D course in 3ds Max, which was a component of AIT's successful application for higher education status. Course delivery: on-site teaching and marking.

#### Lecturer, 3D Animation

**University of Technology, Sydney** 2009 - 2010

Workshop and tutorial preparation and teaching (Maya and Photoshop), marking, maintaining online materials, exhibition/ screening of student work. Update of syllabus and course content for the Master of Animation program.

#### 3D Environment Artist

**Team Bondi** 2008 - 2009

3D environment artist for LA Noire. Terrain, architecture, props. Maya: 3D modelling and texture artist.

#### Lecturer 3D, Compositing, Game Design

**University of Sydney** 2008 - 2009

Lecture and tutorial development, marking, maintaining online and on-site resources. Maya, Unreal Engine, 2D compositing.

#### Lecturer 3D Animation

**University of Sydney** 2006 - 2009

Teaching 3D modeling and animation in Maya