

EDUCATION

Minerva University

Candidate for Bachelor's of Computational and Social Sciences (Data Science & Economics)

San Francisco, CA

Expected Graduation 2027

- Relevant coursework: Data Structures & Algorithms, Probability & Statistics, Linear Algebra, Single & Multivariable Calculus, Bayesian Statistics, Machine Learning, Econometrics, Modeling & Analysis.

EXPERIENCE

Puerta 18

CRM Development Intern

Buenos Aires, Argentina

Sep 2025 - Present

- Designed and developed an internal LMS-CRM system for an educational non-profit, integrating structured Airtable data to track enrollment, attendance, and long-term program impact across 18 years of historical records.
- Engineered interactive data views and reporting workflows using Airtable interfaces and custom dashboards, reducing report generation time by 5+ hours weekly and enabling non-technical staff to monitor student engagement trends and program outcomes in real-time.

Minerva University

Experienced Admissions Processor

Present

San Francisco, CA

Sep 2024 -

- Analyzed yearly applicant data (20,000+ records) using Python to surface trends in applicant quality and volume, directly guiding admissions team prioritization during peak review cycles.
- Managed and processed 1,000+ undergraduate and graduate applications, executing rigorous QA checks to resolve data discrepancies and uphold strict data integrity standards for the committee.

Summer Springboard at UC Berkeley

Data Science and Machine Learning Teaching Assistant / Mentor

Berkeley, CA

Jun 2025 - Aug 2025

- Mentored 150+ high school students in Data Science & ML, guiding hands-on projects in regression and classification while simplifying complex concepts into accessible code-based exercises.

GSP Cloud

Product Development Intern

Seoul, South Korea

Jan 2025 - May 2025

- Developed a GPT-powered learning assistant using React.js and Python, focusing on intuitive interaction design and prompt engineering.
- Conducted A/B testing cycles with 50+ users, iterating on the UI/UX to achieve a 25% increase in user retention during beta.

Zwift

Product Development Intern

San Francisco, CA

Sep 2023 - May 2024

- Led a cross-functional team to design and prototype an AI-powered language-learning game, using Figma for UX design and conducting iterative testing with 20+ users to validate engagement metrics.
- Refined gamification strategies based on user feedback, resulting in a 15% increase in session duration during the prototype phase.

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Student Research Intern at Psychology Lab

San Francisco, CA

Sep 2023 - May 2024

- Visualized experimental findings using Python (Pandas, Matplotlib), translating raw datasets into publication-ready charts for multi-site psychology studies.
- Tested fraud-prevention workflows on the Lookit platform, improving data reliability across 200+ research studies.

PROJECTS

E-Commerce Platform

Full Stack Developer

Almaty, Kazakhstan

Sep 2022 - May 2023

- Built a responsive e-commerce website (JavaScript, SQL, HTML, CSS), replacing a manual WhatsApp-based sales process.
- Designed and analyzed A/B tests on the frontend interface to optimize the user checkout flow, contributing to a 70% increase in sales volume within the first 3 months.

Imperium Volunteers

Statistical Analyst

Almaty, Kazakhstan

Sep 2022 - May 2023

- Applied regression modeling using Python (Statsmodels) to identify key drivers of volunteer engagement, analyzing a dataset of 500+ volunteer records.
- Communicated findings through clear visual summaries and dashboards, empowering leadership to implement new recruitment strategies that boosted volunteer participation by 50%.

SKILLS

- **Languages:** Python (advanced), JavaScript/React (intermediate), SQL (intermediate), HTML/CSS (advanced), R (in progress).
- **Data & Analytics:** Pandas, NumPy, Matplotlib, A/B testing, Regression & classification, Bayesian modeling.
- **Design & Tools:** Figma, UX Prototyping, REST APIs, Agile methodology.