

# Bernie Graves

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## EDUCATION

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### University of California, Santa Barbara

*Bachelor of Science in Statistics and Data Science*

Santa Barbara, CA

September 2019 – June 2023

- Honors Program 3.8 GPA
- **Relevant Coursework:** Statistical Machine Learning, Big Data, Regression Analysis, Business Strategy, Intermediate Python, R and SQL
- **Capstone Project:** Analyzed statistical relationships between NBA basketball and proprietary biomechanical data, enabling our sponsor company, P3, to better tailor their products to athlete performance.

## WORK EXPERIENCE

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### Learning Foundations

*iOS App Developer*

Remote

Dec. 2022 – Mar. 2023

- Built an original iOS app to translate MoteNote book into an interactive app. Coordinated all aspects of the app including back-end authentication, querying the database with Firebase, and integrated the UI with SwiftUI. Improved the customer experience by incorporating calendar/daily planner and improving emotional intelligence with executive function.

### Origgin Ventures

*Venture Sourcing Intern*

Singapore, Singapore

June 2022- August 2022

- Explored deep tech innovations in Singapore by conducting market research for Origgin Ventures. Led data analysis of competitor landscape and made data-driven recommendations to leadership to inform decision making.

## PROJECT EXPERIENCE

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### Soundmates for Spotify

- Developed web application to enhance the Spotify experience by providing users with features for connecting with friends and building playlists. Leveraged the JavaScript and the MERN stack to develop a user-friendly application and to integrate the Spotify Web API.

### Amazon Review Scraper and Dashboard

- Built full stack application for Amazon sellers to optimize sale of products. Developed REST API to deploy web scraping, data pipeline, and data science workflow. Created word-cloud and sentiment model dashboard enabling users to easily view data trends and identify pain and pleasure points in existing products.

### Food Fight!

- Developed a multiplayer 3<sup>rd</sup> person “thrower” video game where players start food fights in a cartoon cafeteria. Utilized Unity, C# and NetCode for GameObjects to deploy all aspects of the game ranging from animation to networking. Leveraged Agile development to effectively manage timelines and prioritize key features of the game.

## SKILLS

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Python – OOP, Pandas, Numpy

GitHub

Docker

JavaScript

Cloud Platforms – AWS, Microsoft Azure, Firebase

Unity, C#