Bernie Graves

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EDUCATION

University of California, Santa Barbara   Santa Barbara, CA
Bachelor of Science in Statistics and Data Science   September 2019 – June 2023

- Honors Program 3.81 GPA
- Relevant Coursework: Intermediate Python and Data Science, Multivariate Calculus, Regression Analysis, Non-parametric methods, Business Strategy, Financial Mathematics, Statistical Machine Learning
- Pursuing Technology Management Certificate

PROJECT EXPERIENCE

Twitter NBA Dashboard
- Created a dashboard using the Python package Dash that allows users to explore the effect Twitter has on select NBA players statistical performance. Collected 71 MB of data from Twitter and NBA.com through various APIs. Leveraged the Amazon Comprehend API to do sentiment analysis on Tweets.

Food Fight!
- Created a multiplayer 3rd person "thrower" video game where players can start a food fight in a cartoony cafeteria. Utilized Unity, C# and NetCode for GameObjects to handle all aspects of the game ranging from animation to networking. Used Agile development to balance different aspects of the game and to remain on schedule.

Signature Classifier
- Worked with a team of 6 to create a signature classifying web app to predict if signatures are genuine. Built a frontend to allow users to submit a photo of a signature and return a prediction from a backend Flask API. Automated deployment of the app to Azure Web Services on commits to the repository.

Airline Sentiment Analysis
- Built a sentiment analysis model using TensorFlow and trained it using Airline review data. Deployed the model using FastAPI and exposed a public endpoint of the API using and Docker Google Cloud Run. Automated CI/CD to update the deployed container on commits to a GitHub repository.

WORK EXPERIENCE

Origgin Ventures   Singapore, Singapore
Venture Sourcing Intern   June 2022-August 2022

- Worked alongside the venture sourcing team to identify deep tech innovations. Completed market research and competitor analysis on the markets Origgin Ventures was considering.

SKILLS

Python – OOP, Pandas, Numpy	GitHub	Docker
R	Cloud Platforms – AWS, Microsoft Azure	GitHub Actions
Basic HTML and JS	Unity, C#, NetCode for GameObjects	