

Georgios Miliaras

geomiliaras@gmail.com - curiousgiorgos.github.io/website/ - github.com/curiousgiorgos - +1 (617)-949-1627

Education

Harvard University

Bachelor of Arts in Computer Science. GPA: 3.4 out of 4.0
Minor in Statistics

May 2023 (Expected)

Cambridge, MA

Experience

Ernst & Young - Data & Analytics Consultant

Aug 2021- July 2022

Business Intelligence Developer - Data Analytics

Athens, Greece

- Developed PowerBI dashboards for a Supply Chain Intelligence Platform
- Coordinated a team of five developers in creating OLAP cube solutions in SQL Server Analysis Services (SSAS) that resulted in a 10x load time improvement
- Utilized big data to create data visualizations, created and optimized complex DAX queries, and designed SQL queries to validate the results
- Implemented version control using Git DevOps and created and maintained project documentation

Technologies: PowerBI, SQL, SSAS, Python, Excel, DevOps, Git

Projects

Spotify ETL

July 2022- August 2022

- Built an ETL pipeline using Apache Airflow to scrape the Weekly Top Songs per country from Spotifycharts
- Utilized the Spotify REST API to extract song features
- Data modeled the results and stored them in an SQLite database
- Created a weekly automated Apache Airflow process to run the pipeline
- Built a PowerBI dashboard to display exploratory data graphs([link](#))

Technologies: Python, Apache Airflow, Selenium, BeautifulSoup, PowerBI, Spotify API, SQLite

Forecasting Bacterial Behavior in the Microbiome

May 2021 - June 2021

- Used data from over 600 bacteria drawn over a 60 day period to predict the future bacterial makeup of the microbiome
- Implemented Tensorflow ETL pipelines to prepare data for analysis and training
- Utilized various clustering techniques to reduce dimensionality
- Created forecasting models in Python using an Auto Regressive Integrated Moving Average (ARIMA) model and a Vector Autoregressive (VAR) model

Technologies: SciPy, StatsModels, Scikit-learn, PyMC3, Tensorflow, Matplotlib

Argo

Oct 2020 - Dec 2020

- Designed and prototyped in a team of three developers an iOS journaling app that promoted self-care and mindfulness by integrating gaming and journaling elements
- Established features ranging from back-end support, to visuals, animations, and general game mechanics using C# and the Unity Game Engine

Technologies: Unity, C#

Web Based Sudoku Linear Programming solver

August 2022

- Created a web-based Sudoku LP solver as part of my personal website
- Utilized Javascript and the glpk.js library to automate board creation and solving ([link](#))

Technologies: Javascript, HTML, CSS

Skills

- **Programming Languages:** Python, C/C++, C#, OCaml, HTML/CSS, JavaScript, Swift, R, DAX, SQL
- **Data Science:** ML Algorithms, NLP, Tensorflow, Keras, PyTorch, Scikit-learn
- **Languages:** Greek (native), English (fluent)
- **Certifications:** IBM Data Science, IBM SQL

- **Relevant Coursework:** Data Structures and Algorithms, Advanced Topics in Data Science, Machine Learning, Stochastic Processes, Abstraction and Design in Computation, Systems Programming and Machine Organization, Programming Languages, Artificial Intelligence