Daniel Vegara

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Professional experience

KLERE LTD - Researcher

Klere is a business transformation and sustainability consultancy providing change management, carbon reduction and ESG strategies. (Sept 2023 - Present)

- Building algorithms to measure companies' and individuals' biodiversity footprint based on the DEFRA metric.
- Spearheading data analysis procedures to measure the nature impacts of major real estate developers.
- Developing and maintaining an online biodiversity data dashboard using REACT and PostgreSQL.
- Using Python with GeoPandas and ArcGIS for location and habitat data analysis.
- Designing and deploying procedures to quantise biodiversity cost of products from over 100 industries.
- Utilising a variety of data visualisation techniques to present results and convey insights.

TOOLIP - Co-Founder

toolip is a consulting and software development company that designs and provides IT solutions to non-profits and SMEs. (Sept 2020 - May 2022)

- Co-founded toolip to bring digital solutions to companies with social missions and limited resources.
- Built a Python WhatsApp bot designed to automate a variety of processes and database interactions.
- Automated onboarding and assignments for a food donation NGO with 40 volunteers as well as a student led tutoring project which connected over 100 students and teachers.
- Launched a data centralisation platform incorporating Python processes with SQL and Google Drive APIs.

GRAPHEXT - Data Science Content Creator

Graphext is an advanced analytics solution to help businesses make better decisions based on data through visual interfaces. (Jun 2020 - Sept 2020)

- Used NLP and graphing based software to conduct and present multiple data analytics and multimedia projects.
- Worked on communicating complex statistical analysis to a wide audience.
- Presented results in a variety of data visualisation techniques, such as clustering methods and connected graphs.
- Utilised scraping software to produce social media sentiment analysis of diverse topics.

Projects

PERSONAL PROJECTS - Various

(Jan 2024 - Present)

- Built a chess AI with TensorFlow using alpha-beta pruning and bitmapping procedures.
- Designed and deployed a portfolio website for a friend using TypeScript and Tailwind CSS.
- Used p5, a "creative coding" JavaScript library, to build a series of multi-neighbourhood cellular automata.

IMPERIAL COLLEGE LONDON - AI for Game Theory

(Jan 2022)

- Explored Machine Learning applications in iterated games such as the prisoner's dilemma.
- Designed training and development of an algorithm presented in a tournament against 15 other strategies.

IMPERIAL COLLEGE LONDON - Profitability of Real Estate attributes

(Feb 2021)

- Used statistical approaches to find sets of components producing profitable real estate niches.
- Applied different regression models to predict housing prices based on attributes.
- Utilised k-means clustering, PCA and distance based methods to group attributes producing underpriced housing and visually represent these findings.

COLEGIO ESTUDIO - Fundraising organiser

(May 2018)

- Took a leadership role in proposing and organising my school's fundraiser for the 2017 Mexico earthquake.
- The event, involving a students against teachers basketball match, raised over €10.000 in humanitarian aid.

Education

IMPERIAL COLLEGE LONDON - MSci Mathematics

(Oct 2018 - Jul 2022)

- Master's project combined Statistical Theory and Bioinformatics to find genetic factors in thyroid cancer.
- Modules included Statistical Learning, Methods for Data Science, 'Optimisation, Statistical Modelling, Scientific Computation, Time Series and Numerical Analysis.
- Served as a student representative for Philosophy modules.

Skills

- Languages: English (fluent), Spanish (native), Catalan (native), French (B2).
- Code: Python (NumPy, Pandas, TensorFlow, scickit-learn, Matplotlib, GeoPandas, Tkinter), R (ggplot2, knitr, Tidyverse), web development (JavaScript, REACT, Three.js, Tailwind CSS, Typescript, Next.js), SQL, Git, Excel and MATLAB, as well as some MS Azure and C++.
- Software: Final Cut Pro, Figma and DaVinci Resolve.