# Daniel Molitor

## Email | Website | Github

#### **Education**

Bethel University, St. Paul, MN

2019

Bachelor of Arts - Mathematics, Economics (summa cum laude)

# **Experience**

Associate Data Scientist

Research Improving People's Lives

October 2019 - Current

- Developed individualized career recommendations and return-on-investment measures of labor training programs by applying causal machine learning techniques (Double/Debiased Machine Learning) to large administrative datasets (15+ million rows) to address existing skills gaps in the labor force.
- Assisted in developing a pipeline in R to quickly process RI Pandemic Unemployment Assistance applications and clean/format them to be compatible with government system requirements.
- Used machine learning (LASSO, ElasticNet, Random Forest, XGBoost, etc.) and causal inference to understand and improve various areas of public policy such as labor policy.
- Wrangled and cleaned large administrative datasets for econometric analysis using primarily R, and Python.

## Data Analyst

**Opportunity Partners** 

May 2019 - October 2019

- Utilized BI tools, particularly Microsoft Power BI, to deliver actionable insights to executive teams in dynamic and intuitive formats.
- Developed internal processes/pipelines around data collection and storage using R and SQL.

#### **Publications**

Angell, Mintaka, et al. "Delivering Unemployment Assistance in Times of Crisis: Scalable Cloud Solutions Can Keep Essential Government Programs Running and Supporting Those in Need." Digital Government: Research and Practice, vol. 2, no. 1, Jan. 2021, pp. 1–11.

Angell, Mintaka, et al. "Estimating Value-added Returns to Labor Training Programs with Causal Machine Learning." OSF Preprints, 24 Sept. 2021.

### **Technologies**

R (advanced), Git/Github, R Shiny, Microsoft Power BI, Python (basic), Linux

#### Methods

Machine Learning, Data Visualization, APIs, Web Scraping, Statistical Analysis

### **Personal Projects**

R Notion API client; Personalized Spotify Insights; R Bolasso Implementation