

Michael Gugliotti

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Objective

Analytically-driven programmer with Python, Google Data Analytics, and Software Development Certifications, passionate about deciphering complex datasets. Proven track record in implementing innovative analytical modalities to enhance operational efficiency. Proficient in crafting robust visualizations using Plotly, Seaborn, Matplotlib, R, and Tableau, with experience integrating machine learning, NLP, advanced statistics, geocoding, and audiovisual processing. Skilled in developing machine learning models using PyTorch, Tensorflow, and Scikit-Learn. Seeking to apply programming capabilities to transform data into actionable insights in a dynamic work environment.

Technical Skills

Programming: Python, SQL, R (working knowledge of: C, JavaScript, CSS, HTML)

Software Tools and Libraries: Pandas, Keras, Tensorflow, Numpy, PyTorch, Scikit-Learn, Plotly, Seaborn, Matplotlib, Statsmodels, SciPy, OpenCage, NLTK, SpaCy, Requests, Microsoft Suite, Tableau, Visual Studio, Pycharm

Databases: MySQL, PostgreSQL, MongoDB

Development: Diagnostic and Predictive Data Analytics, Object-Oriented Design (OOD), Agile Development, Testing and Quality Assurance, ETL Pipeline Optimization

Skills

- Strong analytical and problem-solving skills with the ability to dissect and interpret complex data
- Ability to work under deadlines and adapt to evolving tasks with unwavering commitment to data integrity
- Fast Learner with a willingness to take on new responsibilities
- Excellent communication and collaboration across various teams

Education

Master of Arts in Sound and Visual Technology, University of Tartu, Estonia, 2021

Bachelor of Arts in English, Virginia Tech, 2012

Certifications

- *Google Data Analytics Certification* - Mastery in data types, structures, cleaning, analysis, and visualization
- *UMBC Training Centers Software Developer Foundations* - Proficiency in Python programming and data engineering, with exposure to Google Cloud Platform, Pandas, and ETL pipeline development
- *Python Institute Certified Entry-Level Python Programmer Certification* - Scored 100%, excelling in core programming concepts and debugging

Projects

National Park API Data Sync: Data visualization, geospatial analyses, web-scraping

MLB Sabermetric Processor: Player processing, comparison, and visualization with sabermetric statistics

Fortune 500: Merged multi-file datasets, outlier-detection, regression analyses, data visualization

Dracula NLP: NLP with tokenization, sentiment analysis, part-of-speech tagging, and topic modeling

NYT Archive API: Filtering New York Times Archive API Legacy data for extensive NLP analysis

Tour de France Metrics Machine learning, deep learning, time series analysis, data visualization, geocoding

Frame Jam: Metadata retrieval, video processing and workflow, dynamic output, file input/output flexibilities

AV Bio Sensors: Biophysical data acquisition, machine learning, real-time audiovisual processing

Work Experience

Audio Engineer | Faust Studios, Prague, Czech Republic | 2015 - 2019

- Spearheaded sound for film, music, and broadcasting projects implementing results-driven approaches for efficiency optimization on industry-recognized projects
- Led international production teams for multiple award-winning projects, making impactful decisions in audio and visual design
- Demonstrating adaptability and innovation by implementing focused and integrated solutions tailored to project needs
- Adept at recording, mixing, and mastering audio and worked in Czech Republic's biggest music production studio

Independent Audio and Visual engineer | 2014 - Present

- Globally collaborated with studios, artists, production teams, and more in over 40 countries and 6 continents, leveraging a data-oriented mindset to enhance audiovisual experiences across diverse projects
- Engineered an innovative performance ecosystem merging Bitalino IoT sensors and an EKG monitor for real-time biometric data acquisition, analysis, and processing
- Applied video analysis and machine learning to countless projects, establishing a continuous testing feedback loop for optimizing and streamlining the scaling of data outputs
- Collaborated with individuals and teams across diverse genres, time zones, and media platforms (film, television, advertising, broadcast, music)
- Instructed 30 students in a Sound Design for Film and Broadcast workshop, emphasizing strategies in audio architecture
- Taught university classes in audio techniques with an emphasis on data-driven enhancements and modernization in surround sound and sound for film
- Orchestrated ambisonic recordings for Virtual Reality, utilizing strategies to boost tourism in the City of Tallinn