



# Irwin HECKER

Analytical mindset | Collaborative work | Active learning | Curiosity

Data Scientist, PhD | Digital Trainer | Science Communicator

## Professional Experience



### 2025 • Trainer • BECOMTECH • Nantes

- Led tech workshops (HTML, CSS, JS, prototyping, digital culture) using active learning methods.
- Supervised activities related to tech, communication, and self-confidence building.
- Participated in a national training program and contributed to an initiative promoting gender diversity in tech.

### From 2021 to 2024 • Data Scientist • Inserm • Paris

- Coordinated a Work Package of the European RESPOND project aimed at preventing mental health risks during the COVID-19 pandemic.
- Developed analytical tools and solutions for international longitudinal data.
- Daily communication in English.

### 2020 • Research Assistant Intern • Université de Montréal • Montréal/Strasbourg

- Coordinated data from France and Switzerland for the international COVID-19 database project (COVerAGE-DB) at the Max Planck Institute in Rostock (Germany).
- Co-authored and published articles:  
*Riffe, T., Acosta, E., the COVerAGE-DB team. (2021). [Data Resource Profile: COVerAGE-DB: a global demographic database of COVID-19 cases and deaths](#). International Journal of Epidemiology, 50(2), 390–390f.*  
*Hecker I., Pic V., Breton D., Gagnon A. (2020), [Le Grand Est : deuxième région française la plus touchée par l'épidémie de Covid-19](#) – Insee Analyse, n°115 en ligne.*

### 2019 • Analyst Intern • Observatoire Régional de la Santé du Grand Est • Nancy

Studied maternal and newborn health in the Grand Est region in 2018.

### From 2016 to 2018 • Summer / Student Jobs

- Tutored first-year undergraduate students, distributed flyers, restocked shelves, and worked in agriculture.

## Education



### 2024 • PhD in Biostatistics/Public Health • Sorbonne Université/Inserm • Paris

- Completed a PhD thesis:  
*Hecker, I. (2024). Rôle des difficultés économiques et sociales vis-à-vis de la santé mentale au cours de la pandémie de COVID-19. <http://www.theses.fr/2024SORUS387>*
- Coordinated the merging and valorization of European cohorts related to the COVID-19 period within a shared infrastructure, CoRESPOND, as part of the H2020 RESPOND project.
- Completed a research stay at Vrije Universiteit (VU) Amsterdam within the Cross-Cultural and Global Mental Health Research Group.

### 2020 • Master's Degree in Demography • With High Honors • Université de Strasbourg • Strasbourg

- Programming, database processing, statistical analysis, and mapping.
- Design of dashboards, decision-support reports, and scientific articles.

## Digital skills



- Data management:  
R, SAS, Access, XL Stats, Apache, PostgreSQL.
- Programming:  
R, Shiny, Python, React, JavaScript, CSS, SQL, VBA.
- Collaboration:  
Git, GitHub, GitLab.
- Data visualization:  
R, Shiny, SAS, Tableau, Excel, PowerBI.
- Statistical methods:  
Analyses (multivariate, longitudinal, survival, Bayesian, factor, spatial)  
Propensity score • Multiple imputation • Sampling and weighting
- Cartography:  
R, Shiny, QGIS, Magrit, Philcarto.
- Image editing:  
Illustrator, Krita, Canva.
- Video editing:  
Adobe Premiere Pro, Capcut, OBS.
- Office tools:  
Microsoft Office, Google Workspace

If you're interested in collaborating or learning more, please contact me:  
[contact@irwinhecker.com](mailto:contact@irwinhecker.com)

Holder of a **Category B** driver's license

Certified in **Mental Health First Aid**

## Professional Profiles



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Portfolio:

[irwinhecker.com](http://irwinhecker.com)



[linkedin.com/in/ihecker](https://www.linkedin.com/in/ihecker)



Scientific publications:  
[researchgate.net/profile/Irwin-Hecker](https://researchgate.net/profile/Irwin-Hecker)

## Languages



English: C1

French: C2

German: B1

## Interests



### Data & Analytics:

- Data visualization
- Statistical modelling
- Open science

### Development & Collaboration:

- Web development
- Open-source contributions
- Coding events

### Digital Content:

- Video, visual, live content
- Creation, production, editing

### Entertainment & Culture:

- Video games
- Cinema

### Outdoor Activities:

- Boulderding
- Surfing