Jean-Francois **Zinque Data Scientist**

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Work Experience

Present

Data Science Consultant

Mar 2020

METAMOKI INC. United States (remote)

- Structured experiments and methodologies to identify game optimization points and assess effectiveness of business initiatives.
- · Guided Live Ops strategies.
- Evaluated and integrated third-party Analytics, Marketing Automation and MMP services.



Feb 2020

Data Team Lead

May 2019

PRETTY SIMPLE Paris, France

- Ensured sustainability of the in-house analytics platform hosted on AWS.
- Established a self-service data store and mentored stakeholders in leveraging it efficiently, resulting in faster iterations on game features.
- Supervised the creation of a continuous delivery workflow for machine learning models.
- Prototyped and guided the implementation of automated feature engineering on Apache Spark.



May 2019

Data Scientist

Mar 2017

PRETTY SIMPLE Paris, France

- Planned data products implementing a User Acquisition automation strategy.
- Led the development of a player lifetime value (LTV) prediction model at the individual player level, serving as a cornerstone for most User Acquisition decisions.
- Developed a plugin-based microservice to ingest reports from publishing and advertising partners, saving a one man-day/week for the marketing team.
- Productionized revenue forecasts at the cohort level, utilized for campaign management. The forecasts were automated by a meta-learning approach combining multiple forecasting models.
- · Core maintainer of multiple internal python and R libraries.



Oct 2016

Indie Game Developer

Sep 2015

Self-Employed Beijing, China

- · Started a company focused on mobile idle games.
- Responsible for game development and economy design.



May 2015

Business Intelligence Analyst

Aug 2014

FUNPLUS (DIANDIAN INTERACTIVE) Beijing, China

- Performed proactive and ad-hoc analyses to support game design and business decisions.
- Tracked and interpreted A/B tests and multivariate tests to tweak game balance.
- Created visualizations to monitor KPI, marketing campaigns, in-game economy, and player behaviors; supporting player segmentation and cohort analysis.
- Designed a standardized event format capable of capturing data points from various game genres.
- Created and implemented data warehouse schema.
- Trained a variety of stakeholders to use the analytics tools developed.



Aug 2014

Data Scientist

Oct 2013

Happylatte Beijing, China

- Deep-dive analysis of game monetization and contribution to the design of a new progression system, increasing monthly revenue by 122% and monthly active users by 70%.
- Produced analyses to support decision-making for user acquisition, retention, and monetization.
- Prototyped predictive models of player lifetime value (LTV) and retention.
- Evaluated third-party data analytics providers.
- · Migrated data warehouse from MySQL to AWS Redshift.

SQL Python AWS Redshift MySQL Excel Tableau Software Weka

Aug 2013

Artificial Intelligence Researcher - Internship

May 2013 | BEA Inc

EA INC Beijing, China

Human gait analyses to detect pedestrians with microwave sensors using machine learning.

Technical Skills

Languages Python, R, SQL, C#

Data Manipulation pandas, NumPy, Tidyverse (dplyr, tidyr, purrr, etc)

Machine learning Scikit-learn, tidymodels, XGBoost, LightGBM, Optuna, MLflow, Featuretools

Time series (R) tsibble, forecast, fable, Facebook Prophet

Testing pytest, Hypothesis, testthat

Data Warehousing AWS Redshift, AWS Athena (Presto), Apache Hive, PostgreSQL

Story Telling & Visualization

Tableau Software

• R: ggplot2, Plotly, R Markdown, Shiny

· Python: Matplotlib, Seaborn, Plotly, Jupyter Notebook

ETL & Deployment Apache Spark, dbt, Docker, Ansible, Serverless

Open Source _____

Author pandas-select: supercharged dataframe indexing

Major contributions pandera: data validation library, optuna: hyperparameter optimization framework

Occasional contributions pandas, XGBoost, Featuretools, tsfresh

Education

2013 | Master in Intelligent Autonomous Systems

2010 | ABERYSTWYTH UNIVERSITY Aberystwyth, United Kingdom

Thesis: "A developmental approach to learning reaching motions on a humanoid robot"

2009 | Bachelor in Management IT

2007 | HENALLUX Namur, Belgium

2005 | Bachelor in Computer Science

2003 Université de Namur Namur, Belgium

Languages ____

French: Native English: Fluent Mandarin: Elementary