Brent Moran

 $Data\ Engineering\ \mathcal{C}\ Analytics$

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github.com/mathemancer

Rel	evant Work Experience
	Senior Data Engineer Creative Commons, Remote 2019-now Development and maintenance of data pipelines to support CC Search, a media search engine. Research into impact of organizations using CC licenses. Maintainer of CC Catalog project. Lead internships related to all of the above.
	Full Stack Developer Metronom GmbH, Berlin
	Big Data Engineer & Analyst <i>Haensel AMS GmbH</i> , Berlin
Edı	ıcation
*	Master of Science Freie Universität Berlin 2018 Thesis topic: Polynomial bounds on grid-minor theorem
	Bachelor of Science, Summa Cum Laude University of Colorado, Denver 2015 Major: Mathematics Minor: Economics
*	Truman State University, Kirksville, Missouri Studied music composition and analysis 2003-06
Inte	eresting Projects
	Linked Commons Graph Analysis 2020-now Leading an internship to determine impact of CC licenses as well as organizations which use them from the Linked Commons graph data set.
	CC Catalog (Click for Github repo) 2019-now Maintaining the CC Catalog project to gather and index metadata about hundreds of millions of images from 3rd party APIs as well as Common Crawl. The metadata is then transformed, cleaned, and loaded into a PostgreSQL DB for use in CC Search.
	KVI Recommendations on GCP Extended a data processing job to choose appropriate Key Value Items for special competitor-based pricing strategies. Migrated processing job from internal cloud solution to GCP.
	Dynamic content via AI 2018 Designed, implemented, and deployed to production a serverless, AI-driven API allowing a client website to provide dynamic content to a user based on that user's past behavior.
	ETL Pipeline on AWS
	Social Dynamics Simulation (2015): Designed and implemented a simulation of turnover (churn) present in a fictional company, for the purposes of analyzing the effect different hiring/promotion/firing policies have on employee outcomes in a hierarchical corporate setting.
	Network influence analysis (2014): Designed and implemented a web crawling program in order to generate citation networks from data on MathSciNet. Analyzed these networks in order to measure the academic influence of various mathematics papers.

❖ Cellular automata (2014): Designed and implemented a simulation of world urbanization

consisting of a cellular automaton underlying an agent-based simulation.

Technical Skills _____

- * Programming: Python, PySpark, Golang, JavaScript, Java (Spring Boot), Scala (Play)
- ❖ Querying: PostgreSQL, MySQL, AWS Athena, Google BigQuery
- ❖ Cloud Providers: Amazon Web Services, Google Cloud Platform
- ❖ Operating Systems: Linux, MacOS
- ♦ Other: bash, Git, Apache Airflow, Docker, Kubernetes, Redis, Jenkins, LATEX

Conference Talks ___

❖ Joint Mathematics Meetings: San Antonio, Texas	015
Ramsey-Minimal Saturation Number for Families of Stars	

- **♦ MAA Mathfest:** Portland, Oregon 2014

 The 1-Relaxed Modular Edge-sum Labeling Game

Publications _____

- [1] Z. Berikkyzy, S. Butler, J. Cummings, K. Heysse, P. Horn, R. Luo, and B. Moran. A forest building process on simple graphs. *Discrete Mathematics*, 341(2), 2018.
- [2] A. Brandt, B. Moran, K. Nepal, F. Pfender, and D. Sigler. Local gap colorings from edge labelings. *Australasian Journal of Combinatorics*, 65(3), 2016.

Other Research Experience _

❖ Willamette Valley REU-RET Consortium for Mathematics Research

1-Relaxed Modular Edge-sum Labeling Game Number Supervised by Charles Dunn and Jennifer Nordstrom of Linfield College, during this REU in competitive graph coloring, we developed a new graph labeling scheme based on modular arithmetic, and proved a number of results regarding our scheme.