

# Miguel Bautista

---

## CONTACT INFORMATION

Portfolio: <https://mbguel.github.io>  
Email: bautista.m94@gmail.com

Phone: (310) 770-2234  
Address: Los Angeles, CA 90041

## PROFESSIONAL EXPERIENCE

### **Crystal Art Gallery**, Vernon, CA

#### *Product Specialist*

**Sep 2018 – Nov 2019**

- Created Excel macros for data entry of product information, sorting product listings, and completing channel spreadsheets.
- Created Python scripts to automate retrieval of product images, descriptions, measurements.
- Wrote scripts to recover critical product files after ransomware attack using a combination of Python, Excel, command-line interface (CLI) and Amazon Web Services CLI.
- Uploaded product spreadsheets to eCommerce channels such as Amazon, Overstock, Wayfair. Delivered samples to social media influencers and maintained relationships with channel representatives.

### **Gradient Intelligence**, Pasadena, CA

#### *Data Preparer*

**Aug 2018 – Sep 2018**

- Created training data sets for a computer model that translated a football broadcast into actionable data so the model can learn to identify the types of football actions displayed on screen.
- Created data sets of video clips by identifying and labeling the different events that occur in a football broadcast on a frame-by-frame level (e.g. standard play, field goal, locker room, crowd, interview, graphics).

### **UC Irvine**, Irvine, CA

#### *Researcher*

**Apr 2016 – June 2017**

- Created exploratory NBA data analyses using MATLAB to organize and visualize NBA play-by-play data. Visualized and clustered similarity of players based off box score measures by applying a t-SNE algorithm. Found that similar player profiles exist (e.g. rim-running big men, secondary ball handlers, starting wings).

### **Machinima**, Burbank, CA

#### *YouTube Partner*

**Apr 2016 – June 2017**

- Founded an online channel providing videos for viewers to learn tips and tricks on first-person shooter video games, generating a thousand views per video, accumulating over 2 million total video views. Used non-linear video editing software such as Final Cut Pro and Sony Vegas in order to compile gameplay highlights.

### **UC Irvine Campus Recreation**, Irvine, CA

#### *Writer*

**Oct 2015 – May 2016**

- Responsible for coverage of UC Irvine's Club Sports program, writing feature articles on their various sports clubs and figures, and publishing news articles that summarize events and/or provide insight into club organizations to be published at the Campus Recreation website.

## EDUCATION

### **University of California, Irvine**

*B.S., Biomedical Engineering, Minor in Statistics*

**Sep 2012 – June 2017**

### **General Assembly**, Los Angeles

#### *Certificate, Data Science*

**June 2017 – Sep 2017**

Data analysis and data modeling, including regression techniques, classifier techniques, and ensemble learning. Study of libraries such as pandas, matplotlib, seaborn, and scikit-learn.

## SKILLS CERTIFICATES

Python, Excel, SQL, Git, Final Cut Pro, MATLAB, R, L<sup>A</sup>T<sub>E</sub>X

General Assembly, Fundamentals of Digital Marketing (Google), DigitalMarketer Lab