

Miguel Bautista

CONTACT INFORMATION

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PROFESSIONAL EXPERIENCE

Crystal Art Gallery, Vernon, CA

Product Specialist

Sep 2018 – Nov 2019

Created Python scripts to automate retrieval of product images, descriptions. Created Excel macros to get product information, sort product listings, and complete channel spreadsheets. 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. Improved management and processing of eCommerce product records, 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. Investigated the concept of momentum going into the half in an NBA game by searching for baskets scored immediately before halftime, plotting score differential in the second half. Found that scoring before the half does not have a noticeable impact on the second half. 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

Led efforts in creating a blood-flow sensing endoscope, earning \$2,000 via BioAccel for best concept pitch. Conducted data acquisition and analysis using MATLAB for a laser speckle imaging model.

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