

Miguel Bautista

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EDUCATION

General Assembly

Data Science Program, September 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.

University of California, Irvine

B.S., Biomedical Engineering with minor in Statistics, June 2017

GPA 3.33 – Dean's Honor List, 9 quarters

PROFESSIONAL EXPERIENCE

Product Specialist, Crystal Art Gallery

September 2018 – November 2019

- Processed improvement and management of eCommerce product records, including wholesale costs and inventory status, requested and delivered samples to channels and social-media influencers
- 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
- Created Python scripts to automate retrieval of product images, descriptions, measurements
- Created Excel macros to get product information, sort product listings, and complete channel spreadsheets
- Uploaded product spreadsheets to various eCommerce channels internationally including Amazon, Bed Bath Beyond, Overstock, Target, Wayfair, Walmart

Data Preparation, Gradient Intelligence

August 2018 – September 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).

Researcher, UC Irvine

April 2016 – June 2017

Adviser: Dr. Michael Lee

- 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)

YouTube Partner, Machinima, Inc.

December 2011 – August 2016

- Founded an online channel providing videos for viewers to learn tips & 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

Writer, UC Irvine Campus Recreation

October 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

Skills: Python, Excel, SQL, MATLAB, Final Cut Pro, Sony Vegas