



# Michael Bane

EXPERIENCED ANALYTICS PROFESSIONAL

Melbourne, Australia

+61 439 639 100 | [baneanalytics@gmail.com](mailto:baneanalytics@gmail.com) | [michaelBane](https://www.linkedin.com/in/michaelBane) | [banemichael](https://www.linkedin.com/company/banemichael)

*An experienced Data Analyst and People Manager with deep knowledge of advanced concepts relating to Data Science and analytics. I am however primarily focused on applications, and love seeing data in action.*

## Work Experience

### Machine Learning Specialist

Feb, 2021 - Present

ELECTRONIC ARTS

Melbourne, VIC

- As Machine Learning (ML) specialist, I support the creation of a central ML Engineering function within EA.
- I leverage domain technical skills and experience managing stakeholders to advise on core principles and roadmaps for the team.
- This role was created in response to my success driving ML projects within previous roles.

### Senior Analytics Manager

Dec, 2019 - Feb, 2021

ELECTRONIC ARTS

Melbourne, VIC

- As Senior Analytics Manager, I was responsible for the duties of my prior role (Analytics Manager), with further strategic priorities.
- Outcomes included migration and centralisation of a legacy infrastructure and data warehouse (Hadoop) to Cloud (Snowflake).
- Other outcomes included the formation of a multidisciplinary ML taskforce to expand scope of in-game content recommendations.

### Analytics Manager

Jun, 2017 - Dec, 2019

ELECTRONIC ARTS

Melbourne, VIC

- As Analytics Manager, I was responsible for the analytics team embedded within EA Melbourne (5 Data Analysts and Data Engineers).
- Responsibilities included management of the internal data infrastructure, stakeholder engagement and requirements gathering across multiple levels of leadership, delivery of key analytics objectives, advocating for value of analytics and coaching analysts on domain best practices.

### Senior Game Analyst

Jul, 2015 - Jun, 2017

ELECTRONIC ARTS

Melbourne, VIC

- As Senior Game Analyst, I was the main point of contact for analytics requests relating to "The Sims FreePlay" product.
- Responsibilities included telemetry design and warehousing support, reporting and dashboards, statistical best practice (A/B testing), ad-hoc analytics and communication of insights.
- Key projects included the migration of internal dashboards to Shiny and the development of ML generated recommended content packs.

### Sports Data Scientist

Sep, 2012 - Jul, 2015

TENNIS AUSTRALIA

Melbourne, VIC

- Responsibilities included rigorous statistical design and hypothesis testing fit for publication, development of models to support athlete outcomes and parsing/management of multiple disparate data sources.

## Core Skills

Code R, SQL, Python, Bash, Git, Markdown, Docker, Airflow

Concepts Machine Learning, Statistics, A/B Testing, Personalisation

People People Management, Stakeholder Engagement, Coaching, Advocacy, Hiring

BI Tools Power BI (admin), Tableau, Excel, Redash

## Education

### PhD

2009 - 2012

MONASH UNIVERSITY

Melbourne, VIC

- High-resolution synchrotron based infrared spectroscopy. Modelling of data relating to the vibrations and rotations of astro-chemically significant molecules according to quantum mechanical principles.

### BSc (Honours)

2005 - 2009

MONASH UNIVERSITY

Melbourne, VIC

- Majors in Physics and Chemistry. Honours in Physics (X-Ray Nano Imaging).