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## EDUCATION

**Carnegie Mellon University: School of Computer Science**, Pittsburgh, PA

*Master of Educational Technology and Applied Learning Science*, anticipated Aug 2018

**Relevant Coursework:** E-Learning Design Principles and Methods, Learning Analytics and Educational Data, Learning Media Design, Human Experience in Design, Educational Goals, Instruction, and Assessment

**Northwestern University: School of Education and Social Policy**, Evanston, IL

*Bachelor of Science in Education and Social Policy (Honors)*, Jun 2016

**Majors:** Learning and Organizational Change (LOC), Mathematical Methods in the Social Sciences (MMSS)

**Cumulative GPA:** 3.61/4.00

**Relevant Coursework:** Learning Organization for Complex Environments (Systems Thinking), Studies in Organizational Change, Organizational Theory & Practice, Psychology of Technology & Instructional Design, Human Computer Interaction, Program Design & Implementation, Social Network Analysis, Cognitive Psychology, Econometrics, Advanced Game Theory

**Honors Thesis:** Characteristics of Mentoring Relationships in Massively Multiplayer Online Role-Playing Games

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## WORK EXPERIENCE

**Inquidia Consulting, Business Intelligence Consultant**

Chicago, IL; Aug 2016 - Jul 2017

- Built open source ETL solutions with near real-time updates for clients across industries (primarily using Pentaho)
- Self-managed 4-month client project and relationship with multiregional government education contractor
- Migrated Oracle database warehouses (one per regional environment) to Snowflake database platform
- Presented research on deep learning/neural networks & potential use cases on company-wide learning day

**SONIC Lab, Virtual Worlds & Multi-Team Systems Undergraduate Researcher**

Evanston, IL; Oct 2014 - Jun 2016

- Conducted independent research for honors thesis on organizational behavior in online role-playing games
- Won 2<sup>nd</sup> place prize at Northwestern Undergraduate Research Expo's Social Sciences & Humanities poster session
- Empirically modeled online group behavior dynamics & social networks from game server data using R & SQL
- Coordinated 20-person experiments studying how 4 physically-separated teams optimize joint performance

**SimpleRelevance, Data Science Intern**

Chicago, IL; Jun 2015 - Aug 2015

- Built production-deployed Python implementations of clients' business rules into SimpleRelevance's core product, the item recommendation engine of SimpleRelevance's machine learning platform for digital marketers
- Wrote external-facing blog posts & internal guides and presented on projects to make technical knowledge about machine learning and recommendation algorithms accessible and easy to digest for marketing & business teams
- Created search classifier trained on client's user-inputted search using natural language processing insights

**Slalom Consulting, Innovation & Insights Consultant Intern**

Chicago, IL; Jan 2015 - Mar 2015

- Developed insights on and provided strategic direction for social network analysis initiative to top management
- Designed end-to-end tests for multimillion dollar client's activity-tracking web application using AngularJS
- Built Alteryx module with 2 Information Management & Analytics consultants for firm-wide competition

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## LEADERSHIP EXPERIENCE

**Northwestern University Archery Club, President/Founder/Webmaster**

Evanston, IL; Nov 2012 - Mar 2016

- Created and presented club proposal & plan to sanction club; established 1<sup>st</sup> indoor archery range on campus
- Worked individually with each board member to establish & delegate interest-appropriate officer responsibilities
- Collaborated with cofounders to build community, train new board, and establish a self-sufficient and lasting club
- Represented club and coordinated with university administration, team coaches, & local archery clubs/teams

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## SKILLS

**Technical:** SQL, Tableau, Linux/UNIX, Pentaho DI/BI Server, Python, R, Excel, PowerPoint, JavaScript, HTML/CSS, ArcGIS

**Language:** Spanish (proficient), Mandarin Chinese (proficient)

**Interests:** games for learning, educational technology, human-centered design, AI & machine learning, analytics, MMORPGs