MARIO TAPIA-PACHECO

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EDUCATION

Master of Science in Data Science September 2025 - June 2027 (Expected)
University of California, San Diego

Bachelor of Science in Statistics and Data Science September 2020 - June 2024
University of California, Santa Barbara
Cumulative GPA: 3.59/4.0, Major GPA: 3.8/4.0

SKILLS

Programming	Python, R, SQL
Libraries/Frameworks	Scikit-learn, TensorFlow, Keras, PyTorch, Pandas, NumPy, Matplotlib, Seaborn, Tidyverse
Tools	SAS, Power BI, Tableau, Excel, Git/GitHub
Languages	Spanish (Fluent)

EXPERIENCE

Graduate-Level Evaluation Intern November 2025 - Present
U.C. San Diego Center for Community Health

- Clean and prepare program datasets to ensure accuracy and readiness for analysis.
- Conduct exploratory data analysis and generate visualizations to identify trends, patterns, and actionable insights.
- Present data findings to team members, translating complex analyses into clear, actionable recommendations.

RESEARCH

CHIRPS 3.0 Evaluation January 2024 - August 2024
U.C. Santa Barbara Climate Hazards Center

- Collaborated with students to conduct research evaluating the performance of four versions of the CHIRPS 3.0 daily precipitation dataset.
- Researched and used several statistical and machine learning methods including causality tests, generative adversarial networks (GAN), and time series analysis for data validation.
- Managed project timelines and resources, ensuring on-time deliveries and maintained high standards of quality in all tasks and outputs.

Satellite Imagery Remote Sensing Research January 2024 - June 2024
U.C. Santa Barbara

- Collaborated with a statistics professor on convolutional neural networks (CNN) research for detecting low vegetation in satellite imagery.
- Trained a CNN on real and simulated image data for object detection using PyTorch.
- Explored different combinations of loss functions, training data, and CNN architecture for optimal performance.

PROJECTS

Predictive Modeling in Rainbow Six Siege December 2023

- Developed binary classification models to predict match outcomes using in-game performance data in R.
- Compared logistic regression, random forest, and SVM models using caret, tidymodels, and ggplot.