

Nicholas Anthony

DATA SCIENTIST · SOFTWARE ENGINEER

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Skills

Languages	Python, Go, SQL, HTML/CSS/JS, VueJS, React, R
Skill Sets	Web Scraping, Data Analysis, Data Pipelines, Machine Learning, CLIs, REST APIs, Web Dev (Full Stack), Data Viz
Tools	MongoDB, PostgreSQL, Tableau, REDCap, GithubActions, MS Office
Deployment	AWS, Heroku, Docker, Digital Ocean, Netlify, GitHub Pages
Frameworks	Nuxt, serverless-functions (FaaS), JAMstack, CobraCLI, FastAPI

Experience

University of Kentucky

Lexington, KY

DATA SCIENTIST

Dec. 2020 - Present

- Developed Tableau Web Data Connectors to directly connect web-based APIs to Tableau for team utilization)
- Built decision tool web-application for healthcare providers regarding PCT levels
- Created FL-Health-Charts website scraper to automate retrieval of online data
- Performed network analysis of Google Scholar publications. Transformed analysis into interactive web application
- Utilized NLP machine learning techniques to extract drug names, dosages, and routes from unstructured EMS (text) records
- Developed geocoding and geospatial analysis automation pipeline for Chicago Medical Examiner Case Archives
- Built and published command line utility to extract drug names from raw text including misspellings
- Created charts and figures for various research artifacts
- Migrated team to GitHub for open-source work

MatBoss

Minneapolis, MN

DATA SCIENTIST

Feb. 2020 - Present

- Deployed full-stack Analytics platform using Docker with FastAPI backend and Vue frontend
- Developed Universal Data model to standardize/validate data and reduce errors throughout organization
- Built user-based feedback system to assist with data error reduction/elimination
- Released open-source wrestling package on PyPI for standard wrestling data models/containers
- Created various charts and infographics for marketing on social media

Freelance

Global-Remote

SOFTWARE ENGINEER

June. 2021 - Present

- Consulted on database improvements and migration for the GFDx
- Consulted on application architecture for the GFDx
- Built automation pipelines for the GFDx

Raise Leaders

West Palm Beach, FL

FULL-STACK DEVELOPER

June. 2020 - Dec. 2020

- Built full-stack web application using django backend and bootstrap frontend
- Developed attendance tracking system for virtual zoom classes
- Build avatar system using rank-based badges to encourage youth participation

Veritas Wrestling Systems

Clearwater, FL

OWNER & DEVELOPER

Sept. 2017 - Aug. 2019

- Deployed first publicly accessible database for wrestling using django, heroku, and postgresql
- Engineered CLI and GUI data collection software using tkinter to collect information in real-time
- Built predictive models to determine likely match outcomes
- Created user-dashboard for fantasy wrestling to increase marketability and fan base

Rasmussen University

Ocala, FL

SCHOOL OF TECHNOLOGY PEER TUTOR

Nov. 2019 - Dec. 2020

- College Reading and Learning Association (CRLA) Level 1 Certified Tutor
- Updated University resources for Python and tutored Computer Science students on basic programming principles

Education

Psychology

BACHELOR OF SCIENCE

University of Florida

July, 2013 - May, 2017

Learning and Cognition

MASTER OF SCIENCE

Florida State University

May, 2018 - Dec, 2019

Computer Science

BACHELOR OF SCIENCE

Rasmussen University

Feb, 2019 - May, 2020

Data Science

FELLOW

The Data Incubator

May, 2019 - August, 2020

Data Science

MASTER OF SCIENCE

Rasmussen University

July, 2020 - Present

Extracurricular Activity

Head/Assistant Wrestling Coach

YOUTH - COLLEGIATE

US

Nov. 2015 - PRESENT

- 5th place finish at Greco Roman World Team Trials (2018).
- Coached athletes in proper technique.
- Utilized growth mindset to foster positive team environment.

Rock Climber

Indoors/Outdoors

2018 - PRESENT