I love solving problems in any shape or form. And I love collecting and analyzing numbers. This started with game statistics in cricket at age 8, evolved into serious love for football(soccer) at 15 culminating in me making a simulation for a Football Club Management game based on dice rolls for my school project in 12th grade. And it shaped my career in data analytics when I joined Mu Sigma and then progressed to work in a lead role at a Singapore based startup prior to joining The University of Texas at Dallas in Fall'18. I have varied experience across different industry verticals including pharmaceutical data analysis, data analysis for mobile applications and mobile business churn and in resource management data analysis. I have been planned, executed and delivered projects such as –
- Implementing at-scale data pipelines
- Automating reporting and data interpretation tasks
- Creating end to end message delivery systems for data transfer and data consistency checks
- Software deployment modules
- Client facing roles involving expectation management and project delivery

I have an expertise in -
- Python scripting
- R for data analysis and scripting
- Databases like - Redshift, Azure Data Warehouse, Hadoop (hive and spark), MySQL and quite a few others
- Very comfortable with the bash shell and working with Unix based systems
- MS Office Suite
- Tableau, R-shiny and GG-Plots for data visualization

I have gained experience in various fields and aim at increasing my arsenal of analytical knowledge through a comprehensive Business Analytics degree from The University of Texas at Dallas.

I have been playing WoW for close to 6 years now, played Hearthstone for a couple of years (2015-2017) and played Overwatch and Diablo III on my friends Xbox when I was in India. The games Blizzard has produced have always been top notch. I have always loved the story telling, the rich lore and the sense of community that each game imparts. As a company Blizzard is one of the few that stayed true to their initial commitment of producing quality content and listening to their player-base and interacting with them in a wholesome manner. Working at Blizzard would exactly be like mixing work and play for me, work would be satisfying as it would help Blizzard move in a direction that makes them better, one decision at a time. I love numbers, I love gaming and I love the analytics industry making this THE DREAM JOB for me as it were.

In my free time I LOVE to game! I love story driven content and my current favorite game genre is isometric RPGs. I just finished the story for Divinity Original Sin (EE) and am close to completing the Pillars of Eternity main story line. The richness in their story is amazing. Haven't been able to play WoW since I came to the United States as my account is on EU servers and I don't have international payment. I have been reduced to watching streamers and crying to myself about missing out on BfA. Student life is quite demanding and finding the time or money to stay current is tough. Oh and if you have reached this point I would recommend trying out Factorio, Darkest Dungeon and The Red Strings Club for some gaming chill, though Darkest Dungeon is definitely stress inducing at times (well most of the time ☹).