## Nicole Sorensen

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#### **EDUCATION**

## Carnegie Mellon University - Pittsburgh, PA

Bachelor of Science: Statistics And Machine Learning, Expected in 05/2026 3.93 GPA

Dean's List, High Honors [Spring and Fall 2023]

Relevant Coursework: Methods in Statistics and Data Science, Statistical Graphics and Visualization, Fundamentals of Programming and Computer Science, Multivariate Analysis, Matrix Algebra, Principles of Imperative Computation, Concepts of Mathematics, Integration and Approximation

#### RESEARCH EXPERIENCE

## **Diplomatic Agreements Project**, 01/2023 - Present

 Helped Professor John Chin with data scraping using Python, and data cleaning, entry, and management in Excel for his research on US diplomatic agreements.

## PROFESSIONAL EXPERIENCE

## **Chipotle Crew Member**, *01/2022 - 08/2022*

• Served customers by preparing food and working as a cashier.

#### **Reading Tutor,** 05/2023 - 08/2023

Lindamood-Bell Learning Processes – Pasadena, CA

- Provided one-on-one reading instruction to over 50 adolescents with diverse learning needs.
- Implemented personalized teaching methods designed to efficiently advance students through targeted curriculum objectives.
- Motivated student learning by building rapport and using positive reinforcement strategies.

#### **PROJECTS**

# Do Parents and Diet Make a Difference in Young Adult Health? Data Visualization and Analysis of National Longitudinal Data, 11/2023 - 12/2023

Collaborated with classmates to visualize and analyze 4 waves of 1995-2008 data from The National Longitudinal Study of Adolescent to Adult Health using R to get insights about how mental and physical health vary overtime and how they are associated with diet and relationships.

### Alpacalypse: A Python-Coded 2D Survival Video Game, 11/2023 - Present

Designed and created a side-scrolling survival video game using base Python with object-oriented programming. Implemented random cave generation using cellular automata, enemies and powerups spawning in caves using the recursive flood fill algorithm, enemies attacking player using A\* pathfinding, and hand-drawn game UI.

## **TECHNICAL SKILLS**

- R, Python, SQL
- Data Visualization
- Statistical Analysis

- Machine Learning
- Linear Algebra
- Google Sheets, Excel

#### **CERTIFICATIONS**

- "Machine Learning with Python: Foundations" (LinkedIn Learning)
- "SQL Essential Training" (LinkedIn Learning)
- "R for Data Science: Analysis and Visualization" (LinkedIn Learning)
- "Machine Learning with Python" (IBM)