

Student

January 2018 to present

Master's Student

UC Berkeley School of Information

- **Masters in Information and Data Science**, with focus in Natural Language Processing and Data Visualization.
- Coursework includes classes on Python, Statistics (with R and Numpy/Pandas), Data Engineering (Docker, Spark, SQL, Hadoop, Kafka), Machine Learning (SKlearn), and Data Visualization (Tableau, D3).
- Collaboration typically in GitHub and Jupyter Notebooks.
- GitHub repositories of sample projects available.
- Anticipated completion Spring 2019, but scheduling is flexible and allows part- or full-time work.

Analyst

May 2011 to October 2017

Analyst

Gilder, Gagnon, Howe & Co.

- Identify, research and pitch investment opportunities to a team of portfolio managers who oversee \$4.5B in assets.
- Using obtainable facts, form a thesis to predict a company's story. Track and evaluate that thesis as new facts emerge.
- Discover emergent trends in consumer or user behavior. Monitor with surveys, professional calls, site visits, etc.
- Seek out and foster relationships with innovative and interesting companies, business models, ideas and individuals.
- Find or develop alternative points of view to conventional wisdom, and defend those views against scrutiny.

Web/UX Design

Aug. 2000 to April 2011

Founder, Head Designer & Developer

Pursued by Bear

- Founded graphic, web and database design company specializing in usability, accessibility and web standards and serving primarily nonprofit and education clients.
- Largest project was for Theatre Bay Area: designed and built website with Java and SQL. Elements included:
 - Web front-end for Free Night of Theatre, which distributed thousands of tickets for hundreds of performances to users in minutes (resulting in significant server demand).
 - Customized job board for actors and technicians, including a space to create and post headshot/resume and back-end for companies to filter and sort for casting calls. Integrated with audition callboard, allowing companies to post notices for upcoming calls.
 - Boasted the most comprehensive local theatre production database in the country, maintained by users.
 - Prototype bespoke content-management system for the magazine editors, with articles and photos.
- Site technologies/languages utilized include XHTML, Java, PHP, CGI/Perl, Javascript, AJAX, SQL, CSS, and some Flash.
- On contract basis, created UX designs and website wireframes for clients like BrightStar, Netflix, PeoplePC
- Software/tools include Adobe Creative Suite (esp. Illustrator and Dreamweaver), Eclipse, and Google Analytics

Graphic/Web Design

June 2000 to April 2011

Graphic Designer

Aurora Theatre Company

- Produced all printed and online materials for nonprofit theatre company with 5-7 productions per year and a total annual budget of \$2m (the small size meant that everyone wore a lot of hats).
- Design work included poster/show art for every production and program (primarily illustration work).
- Print materials included glossy brochure, poster/postcards, advertisements, large-format photographs, and programs.
- Online materials included website front-end (PHP) and back-end (SQL), including custom-built CMS.
- Co-created and built the systemic infrastructure for the Global Age Project (GAP), an annual playwriting contest that focuses on the future. Designed and built the world's first entirely online play submission and review system.
- Software/tools were primarily Adobe Creative Suite (Illustrator, Photoshop, InDesign and Dreamweaver).

Education

May 1998 – Bachelor of Arts, University of California, Berkeley, Phi Beta Kappa

Major: English, with High Honors (concentration in Shakespeare)

Minor: Dramatic Arts