Patrick McKeever

✉ patmc225@gmail.com 📞 267-406-9758 ⊘ patmc225.github.io in patrick-r-mckeever

EDUCATION

B.S. in Computer Science & Data Science, *University of Pittsburgh*   Aug 2022 – Dec 2025 | Pittsburgh, PA
GPA: 3.67/4.0, **Coursework:** Machine Learning, Data Structures & Algorithms I & II, Database Management Systems, Mathematical Statistics, Linear Algebra, Software Quality Assurance, Intro to Optimization, Formal Methods in CS, Principles of Data Science

WORK EXPERIENCE

Data Intern, *Premier Lacrosse League (PLL)*   May 2025 – Sep 2025
- Built an LLM-powered analytics agent using Python and LangGraph that automatically generates storylines and matchup insights from raw league data, reducing manual analysis time by hours per week.
- Developed a real-time Slack bot that pulled live play-by-play data via GraphQL to notify staff of player milestones, new league records, and leaderboard movements - ensuring the league never missed a key moment during the season.
- Unified historical lacrosse data by merging legacy CSV datasets with modern GraphQL API data in a custom JavaScript pipeline, then surfaced in Retool - reducing research time from hours to seconds and enabling discovery of new all-time league records.
- Created new lacrosse advanced statistics with Python, built a Looker dashboard to share insights across the league and partnered with engineers to publish the metrics on the PLL website, ultimately enhancing storytelling and game strategy, supported by several published data-driven articles I wrote that reached more than 10,000 readers.

Product Intern, *Premier Lacrosse League (PLL)*   May 2024 – Sep 2024
- Improved product development speed by writing detailed user stories and development specs that enabled engineers to ship new PLL App features faster.
- Translated user feedback and engagement data into actionable product decisions, resulting in higher retention and improved in-app experience across key features.
- Built a live win probability model in Python using logistic regression to estimate team win likelihood throughout each game; deployed across web/app box scores and nationally televised broadcasts reaching 1M+ total viewers throughout the season.
- Developed the PLL Immaculate Grid, a daily React + Firebase lacrosse trivia game played over 10,000 times, growing fan engagement and driving repeat traffic.
- Automated weekly fantasy lacrosse projected points updates using Python, eliminating 5+ hours of manual work each week and ensuring consistent delivery to tens of thousands of users during the season.

PROJECTS/CLUBS

Pitt Club Lacrosse, *Player and Head of Team Fundraising*
- Sent weekly emails to alumni, family and friends of the team which kept them updated on our season and pushed them to participate in fundraisers I organized, which raised more than $10,000 over two seasons

BallKnower.co
- Built an online multiplayer sports trivia platform using React as the frontend, Firebase to track user performance, and BeautifulSoup to scrape biographical data from 30,000+ historical players, driving engagement to 1,000+ weekly active users.

PlayLax App
- Built an iOS app for lacrosse players using FlutterFlow with a Firebase backend, enabling users to add and discover places to play at on a custom map, check in to nearby places for credit, and form private groups - reaching 100+ downloads in the first month

NFL Big Data Bowl, *Contestant*
- Built a generalized linear model in R using 100,000+ spatiotemporal football tracking frames to calculate the probability of a given player making a tackle - processing raw data into features and achieving a high R^2 of 0.833.

SKILLS

Programming: Python, R, SQL, JavaScript, Java, HTML, CSS, React, BeautifulSoup, pandas, Matplotlib, ggplot
Tools: Firebase, FlutterFlow, LookerStudio, Retool, BigQuery, GraphQL, Notion, Figma