



Education

INDIANA UNIVERSITY, MASTER OF SCIENCE IN APPLIED DATA SCIENCE WITH A SPECIALIZATION IN SPORTS ANALYTICS

- Graduated in May 2023
- GPA: 3.65, Dean's List 2/2 semesters

INDIANA UNIVERSITY, BACHELOR OF SCIENCE, TOURISM EVENT AND SPORT MANAGEMENT, INDIANAPOLIS, IN

- Major: Sport Management
- Graduated with Honors in May 2022
- GPA: 3.92, Dean's List 6/6 semesters

CERTIFICATE IN BUSINESS FOUNDATIONS

- Kelley School of Business Certificate
- Graduated in May 2022

Work Experience

DRAFT PROSPECT BASKETBALL DATA ANALYST, INDIANA FEVER, INDIANAPOLIS, IN – (MARCH 2023 - APRIL 2023) ([WORK](#))

- Created analytical reports for draft prospects in the 2023 WNBA Draft.
- Used machine learning and descriptive statistics to advise on draft strategy for the #1, #7, #13, #17 & #25 picks.

STRATEGY INTERN, UFC, LAS VEGAS, NV – (MAY 2022 - AUGUST 2022)

- Organized and analyzed data for the UFC Strategy team, prepared and presented a research project to ESPN on how to grow the fanbase of both the UFC & ESPN, and pioneered research on identifying drivers of fan demand.

BASKETBALL OPERATIONS INTERN, INDIANA PACERS, INDIANAPOLIS, IN – (SEPTEMBER 2021 - JANUARY 2022)

- Assisted Executive, Coaching, Scouting, and Analytics departments with scouting reports, NBA draft and free agency preparation, statistical research and analysis, salary cap updates, entering data into the personnel database, and league-wide depth chart maintenance.

CORPORATE GAMEDAY REPRESENTATIVE, INDIANAPOLIS COLTS, INDIANAPOLIS, IN - (JUNE 2021 - JANUARY 2023)

- Served as gate captain for mobile ticketing, operating the Customer Service kiosks, and managing various game day programs.

Research Projects & Competitions

MACHINE LEARNING SCOUTING REPORTS TO UNCOVER KEYS TO VICTORY ([BASKETBALL ANALYTICS](#))

- Presented research on how to use machine learning to assist basketball scouts and coaching staffs, and placed 4th out of 73 students in Baylor University's inaugural National Collegiate Sports Analytics Championship.

USING MACHINE LEARNING TO CREATE NBA PLAYER ARCHETYPES

- Used K-means clustering & Cerebro Sports skill metrics to create NBA player archetypes, meant to group players based on play style.

PREDICTING NCAA MARCH MADNESS USING MACHINE LEARNING

- Used player Bayesian Performance Rating, prior tournament experience, and coach resumé as features to predict the outcome of the 2023 NCAA March Madness tournament.

NBA LEGAL RESEARCH PROJECT

- Researched the NBA's salary cap, different types of contracts, and CBA, and compiled my findings in a 13-page research paper.

PREDICTING DEMAND FOR UFC EVENTS TO UNLOCK NEW REVENUE WITH DYNAMIC PRICING ([HTTPS://BIT.LY/3D44TEU](https://bit.ly/3D44TEU))

- Analyzed 21 variables of UFC Pay-Per-View events to determine what causes certain UFC PPV events to generate high demand, and outlined a dynamic price structure aimed at generating more revenue for the UFC.
- Selected to present this research at the 2021 Sport Marketing Association Conference in Las Vegas, Nevada.

TO FORESTALL THE FIRST DOWN ([HTTPS://BIT.LY/3S7NJ7A](https://bit.ly/3S7NJ7A))

- Analyzed player tracking data to explore and investigate defensive schemes that minimize offensive passing efforts on 1st and 10 plays.

FINALIST OF 2021 NCAA NEXT GENERATION SPORTS OFFICIATING CHALLENGE ([HTTPS://BIT.LY/3D3C4IK](https://bit.ly/3D3C4IK))

- Selected as 1 of 4 finalists out of 23 teams from 16 universities. Worked with a team of students to develop and pitch an innovative app that will improve the recruitment and retention of sports officials.