# Sonya Sawtelle

#### Data enthusiast with a strong background in math, science and programming.

###### [ [sdsawtelle.github.io](http://sdsawtelle.github.io) ] . [ sonya.sawtelle@yale.edu ] . [ 802 461 3429 ]

## Education

**Ph.D. in Applied Physics, Yale University** (2012-2018)

* Simulation and data analysis with Python, MATLAB, and C++.
* Coursework in physics, engineering, and statistics.

**B.S. in Physics, Indiana University** (2008-2011)

* Baccalaureate with Departmental Honors and Highest Distinction, 3.98/4.0 GPA

**MOOCs** (ongoing)

* Machine Learning (Stanford, Andrew Ng)

## Experience

**Data Scientist, Upwork** (2017-2018)

* Analyzed Upwork platform data (postgreSQL) and built machine learning models to improve platform outcomes.

**Independent Researcher, Yale University** (2012-present, New Haven CT)

* Data analysis and simulation in Python and MATLAB, and instrument control in C++. Independently designed and executed experiments across four major projects. Managed four undegraduate students.

**MCAT Instructor, Kaplan Test Prep** (2011-2012, New Haven CT)

* Planned and delivered lectures on Physics, Chemistry and Biology.

## Skills

**Programming:** Python, SQL, MATLAB, C++, R, git, HTML/CSS, d3.js

**Python SciPy Tools:** Pandas, Numpy, Matplotlib, Scikit-learn

## Awards

* **Sterling Prize Fellowship**, Yale University (2013). Awarded to 30 out of 10,500 applicants.
* **IU Founders Scholar**, Indiana University (2012)
* **Baccalaureate with Highest Distinction**, Indiana University (2012). Granted to 5 students.

## Projects

[***Evening Sessions: Explorations in Data Science and Python* Blog**](http://sdsawtelle.github.io/blog/output/index.html) (2015-present)

* Authored a series of articles covering a wide variety of topics and tools related to pure Python programming, data science and statistics.

[**GeekBuddy Social Graph and Buddy Finder**](http://sdsawtelle.pythonanywhere.com) (2017)

* A web app that displays the social graph for a user on www.boardgamegeek.com and colors nodes by correlation to the user computed from boardgame ratings data.