Theodore Dyer

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Linkedin: in/theodoredyer | Portfolio: theodoredyer.github.io | Github: github.com/theodoredyer

EDUCATION

Johns Hopkins University - M.S. - Baltimore, Maryland, US

2020 - 2022

Degree: Master of Science, Computer Science (Data science and cloud computing focus)

University of California, Santa Cruz - B.S. - Santa Cruz, CA, US

2016 - 2020

Degree: Bachelor of Science, Computer Science

Notable Recent Coursework:

- Data Programming for Visualization: D3.js for Visualization and Python (Pandas) for analysis of various datasets.
- Probability and Statistics for Engineers: Stochastic analysis: Bayes theorem, independence, Bernnoulli trials.
- Machine Learning: Supervised/unsupervised + parametric/non-parametric models, assessing performance, Bias.
- Analysis of Algorithms: Asymptotic algorithm analysis, NP-Complete problems, dynamic programming.

SKILLS

Data Analysis: Python: Pandas, NumPy, Excel

- **Data Visualization**: D3.js, Matplotlib, seaborn

Machine Learning: Python: scikit-learn, TensorFlow

Databases: SQL: SQLite, NoSQL.

Software Development: Python, Java, C, JavaScript
& HTML/CSS

DEVELOPMENT EXPERIENCE

Data Projects | Santa Clara, CA

https://theodoredyer.github.io/projs.html

11 mos | Nov 2019 - present

Seattle Police Data Analysis

- Identified issues in police accountability with data analysis and visualization of Seattle police data (Pulled from seattle.gov).
- Created a population density heat map of Washington state with 2018 census API data to link patterns to county populations.

Tech Skills & Tools: Python (Pandas, NumPy) for analysis, JavaScript (D3.js) HTML and CSS for web hosted visualization.

Course Review Data Analysis

• Generated insights for informed course selections by consolidating university professor feedback data into composite scores and performing exploratory data analysis.

Tech Skills & Tools: Python (Pandas, NumPy) for analysis, Python (Seaborn, Matplotlib) for jupyter notebook visualizations.

Brain.js Text Color Predictor

• Utilized Brain.js (JavaScript neural network framework) to create a network with the ability to predict appropriate text colors for a web page to maximize contrast on randomly generated background colors.

Tech Skills & Tools: JavaScript (Brain.js), HTML and CSS

Big Picture Game Studio | Santa Cruz, CA

Unity Development Intern

5 mos | **Jun 2019 - Oct 2019**

- Developed mobile game progression and currency systems in addition to core game-play logic in C# (Unity Game Engine)
- Collaborated with remote artists in designing UI elements and facilitated UI integration to build an intuitive user experience. **Tech skills & Tools:** C# Scripting, Unity Engine, Project Management.

CERTIFICATIONS

Udemy: Python for Data Science and Machine Learning Bootcamp

(Issued September 2020)

• Implemented and evaluated supervised and unsupervised machine learning models. Intro to NLP, Big Data, Spark.

Linkedin Learning: Python for Data Science Essential Training (Parts 1/2)

(Issued October 2020)

• Cleaning data, web scraping (beautifulsoup), exploratory data analysis and data visualizations w/ matplotlib and seaborn.

Linkedin Learning: SQL Essential Training

(Issued October 2020)

• Topics included complex gueries (sorting/filtering), JOINs, aggregate functions and transactions, triggers for automation.