

## Experience

- May 2022 **Senior Data Scientist, Freelancer**, Based in Vienna, Austria.  
Present
- **Web3 Infrastructure Client:**
  - Analysed accuracy of simulated gas used for Ethereum mainnet transactions
  - Built ETLS based on public data sources, ex. Ethereum Mainnet Block Chain Data
  - Conducted in depth analysis on the effect of Maximal Extractable Value (MEV) pre-chain and post-chain
- May 2020 **Data Scientist, MOSTLY AI**, Vienna, Austria.
- April 2022
- Conducted research based on improving machine learning product in accuracy, stability and reproducibility
  - Served as technical representative for several POCs with clients ranging from insurance, banking and spatial tracking
  - Lead Programmer/Designer on open source synthetic data testing platform - [github.com/mostly-ai/virtualdatalab](https://github.com/mostly-ai/virtualdatalab)
- Nov 2018 **Product Data Scientist - Hay Day, Supercell**, Helsinki, Finland.
- March 2020
- Served as sole contact point for any game related data tasks within the team and the larger organization
    - Answered ad-hoc questions related to player behavior
    - Conducted a monthly metric reviews to product team guiding feature design
  - Collaborated on day-to-day live operations by
    - Prototyping rules-based and algorithmic base churn prevention model with area under ROC .74
    - Designed meaningful interventions mindful of game economy balance
- Dec 2017 **Product Data Scientist - Games, Flaregames**, Karlsruhe, Germany.
- Nov 2018
- Designed probabilistic Bayesian hurdle model to predict a user's end of life revenue
  - Designed A/B experiments with multiple control groups measuring popularity of game concepts
  - Modelled the social network structure of mobile game apps that recommend portfolio products
  - Derived task list for team student intern based on skill/interest level
- Specific Games:** Flick Arena, Super Spell Heroes, Citadel Combat Cards
- Apr 2016 **Marketing Data Scientist, Gameloft**, Montreal, Canada.
- Oct 2017
- Served as principal investigator for cross-game generalized cohort life time value model
  - Developed A/B bayesian testing suite based on multi-armed bandit methodology
  - Created user install attribution reports split into app store featuring, game updates, and TV advertisements
  - Provided technical mentorship for junior data scientists on estimating user acquisition secondary effects
- Specific Games:** Dungeon Hunter 5, Disney Magic Kingdoms, Dragon Mania Legends

## Education

- Sep 2012 **Honors Bachelor Degree in Computational Mathematics, York University**, Toronto, Canada.
- Apr 2016

## Technical skills

### Programming

- Python (8 years exp)
- AWS Products
  - S3 | Glue | EC2
- GCP Products
  - Cloud Engine | Storage
- Databricks
- SQL
- ETL Tools
  - Luigi | AirFlow | Azkaban
- Git / CI/CD

## Miscellaneous

### Activities:

calisthenics, digital oil painting, hardanger embroidery,

### Favourite Book of All Time.

Foundation - Issac Assimov

### Favourite Book Read This Year (So Far).

The Country of the Blind - Andrew Leland