

# XAVI LÓPEZ

## Data Scientist

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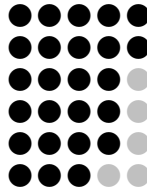
📍 Sabadell, Barcelona, Spain

🌐 <https://github.com/xavierlopeze>

in <https://www.linkedin.com/in/xavierlopeze>

## SKILLS

Python  
SQL  
Airflow  
Tableau, DataViz  
Datadog  
Git, Docker



English C1



## EXPERIENCE

### Game Data Analyst (Analytics Engineer)

#### Tangelo Games

📅 Jun 2021 - Present

📍 Barcelona

**Data Analyst** specialised in the f2p social casino mobile games Best Casino and Best Casino Legends. Also perform **Data Engineering** tasks to help all the games of the entire group.

- Adapt corporate strategy and best practices to provide BI to the games I support.
- Dashboard implementation, automatizing, and maintenance.
- ETLs development, tracking, and maintenance.
- Follow product development with the design of events models to track feature performance, including A/B testing.
- Support Backend, CRM, VIP managers, and monetization teams with data solutions such as performance analysis, ETLs delivering metrics, dashboards and analytics of user behavior.
- Maintenance and support for corporate analytical processes.

**Tools:** Python, SQL, Tableau, Git, Airflow, AWS (S3, Red-shift), Datadog, Jira, Zeppelin, Jenkins, Docker

### SAP BI Consultant - Technical Analyst

#### Stratesys

📅 November 2017 - Jun 2021

📍 Barcelona

Built reporting solutions in spreadsheet format (with SAP Analysis for Office) and in **data visualization** in dashboard format using SAP Analytics Cloud, developed solutions for +10 clients from a wide range of industries such as construction, pharma, retail, public transport, manufacturing, and fashion. Projects also included maintenance and development of **data model and ETLs** of the data warehouse / databases.

The most relevant project has been for the main public transport player in Barcelona where I developed the data model in SAP Hana database and report the insights on SAP Analytics Cloud dashboards.

The project included an **advanced analytics** part aiming to predict non-coverage of subway services using machine learning implementations in R.

## EDUCATION

Universitat de Barcelona

**MSc on Foundations of Data Science**

📅 September 2020

📍 Barcelona

Universitat Autònoma de Barcelona

**BSc in Mathematics**

📅 July 2017

📍 Bellaterra, Barcelona

Minor in Statistics and Mathematical Engineering

## PERSONAL PROJECTS

### Deep Learning With Noisy Labels - MLNT

- (Final master's project) We reviewed the state of the art of *Deep Learning with Noisy Labels*, reproduced an implementation of a state of the art technique (MLNT) and fine-tuned it on a novel dataset (Food-101) for image classification purposes, proposing tailored made variations along the way to improve performance.
- Project received a 9.5/10 score
- Was supervised by Dr. Petia Radeva (for references [petia.ivanova@ub.edu](mailto:petia.ivanova@ub.edu))
- Code: Implemented in PyTorch  
[https://github.com/xavierlopeze/PFM\\_Noisy\\_Labels](https://github.com/xavierlopeze/PFM_Noisy_Labels)

### Movie Recommender System

- Final product available at:  
<http://filmrecomander.herokuapp.com/>
- Team project where we developed a movie recommender system, I was in charge of the development of the recommender system (the machine learning part of the project)
- The data extraction was done using an API and the model was a simple variation of KNN that did explainable and insightful recommendations, eg: given "Interstellar" it recommended "Space Odyssey". It was developed in pandas, pytorch and scikit-learn.

### A/B Testing ecommerce

- A/B Testing for an ecommerce, checking if a new feature has a significant impact on conversion rates.
- <https://github.com/xavierlopeze/AB-Testing-Website-Conversion-Rates---Udacity>
- Developed during the Udacity Data Analyst Nanodegree.

### Space Invaders Videogame

- A Java implementation of the classic space invader videogame to get familiar with OOP.
- <https://github.com/xavierlopeze/space-invaders>