

XAVI LÓPEZ

Analytics Engineer

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Sabadell, Barcelona, Spain

<https://xavierlopeze.github.io/>

<https://github.com/xavierlopeze>

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SKILLS

Python

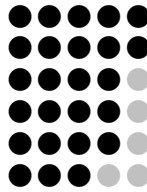
SQL

Airflow

Tableau, DataViz

Datadog

Git, Docker



English C1



EXPERIENCE

Game Data Analyst (Analytics Engineer)

Tangelo Games

Jun 2021 - Present

Barcelona

Specialized 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, including Mundijuegos.

- Adapt corporate strategy and best practices to provide BI to the games I support.
- Dashboard implementation, automatizing, and maintenance.
- ETLs development, tracking, and maintenance (Airflow, Python).
- 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 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 DWH.

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 Data Science

September 2020

Barcelona

Excellent final project (Deep Learning with noisy labels)

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) Reviewed the state of the art of *Deep Learning with Noisy Labels*, reproduced an implementation of 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
- Code: Implemented in PyTorch
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>