

TRISH MATHERS

*Entry-Level Data
Scientist*

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📍 Bellevue, WA

🌐 [LinkedIn](#)

EDUCATION

B.S.
Mathematics and
Economics

Seattle University

📅 September 2017 - April 2021

📍 Seattle, WA

🎓 GPA: 3.7

Relevant courses

- Intermediate programming
- Probability & Statistics
- Linear Algebra
- Applied Econometrics
- Game Theory
- Calculus 1-3

SKILLS

- Programming: SAS (base SAS and Macros), SQL
- Supervised Learning: linear and logistic regressions, decision trees, support vector machines (SVM)
- Unsupervised Learning: k-means clustering, principal component analysis (PCA)
- Data Visualization: Excel, Google Sheets

CAREER OBJECTIVE

Innovative graduate with data science intern experience and a team approach. Eager to use quantitative modeling and experimentation to enhance the experience of Pinterest users across the globe.

WORK EXPERIENCE

Data Scientist Intern

Niantic

📅 April 2020 - April 2021

📍 Seattle, WA

- Developed a program in SAS that automated refinement of linear regression models for specific segments of a customer base that saved 22 hours of labor per month.
- Received, cleaned, and prepped data from client using SAS, SQL, and Excel to help data scientists build marketing mix models that resulted in **a lift in ROI of 10 basis points**.

Statistics and Mathematics Tutor

Seattle University Tutor Center

📅 April 2019 - April 2020

📍 Seattle, WA

- Assessed students' learning to determine learning weaknesses, successfully helping students perform 13% better in algebra, pre-calculus, calculus, and statistics undergraduate courses.
- **Met with 30+ students per week** through online learning platforms or in a 1:1 setting at the tutor center.
- Scheduled statistics and math appointments for students.
- Communicated with professors about curriculum, and submitted reports 2 times a week to maintain up-to-date plans for students.

PROJECTS

Fantasy Football Models

- **Aggregated and prepped 3 years of fantasy football** projection data from 3 independent sources into a MySQL database.
- Created a random forest model in SAS, combining disparate sources into one projection that outperformed the mean absolute error of the next best projection by 15%.

Entertainment Engine

- Aggregated data from IMDB and Rotten Tomatoes, and used k-nearest-neighbors in SAS, constructing an enhanced entertainment selection to reach 15- to 25-year-olds.
- Improved methodologies to save an average of 12 minutes per movie selection and 3 minutes per song selection.