

Miguel Bautista

CONTACT INFORMATION

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PROFESSIONAL EXPERIENCE

ACCO Engineered Systems, Inc. (Contract), Pasadena, CA

Purchasing Assistant

Nov 2020 – Current

- Responsible for coordination of details with vendors, document administration, organizing vendor lists and files, and the preparation of subcontracts to distribute to appropriate departments. Used Excel and Python to cull and create datasets for construction software Bidtracer, allowing company to easily retrieve and update data in tandem with Oracle JD Edwards.

Crystal Art Gallery, Vernon, CA

Product Specialist

Sep 2018 – Nov 2019

- Created Excel macros for data entry of product information, sorting product listings, and completing channel spreadsheets. Created Python scripts to automate retrieval of product images, descriptions, measurements. Wrote scripts to recover critical product files after ransomware attack using a combination of Python, Excel, command-line interface (CLI) and Amazon Web Services CLI. Uploaded product spreadsheets to eCommerce channels such as Amazon, Overstock, Wayfair. Delivered samples to social media influencers and maintained relationships with channel representatives.

Gradient Intelligence, Pasadena, CA

Data Preparer

Aug 2018 – Sep 2018

- Created training data sets for a computer model that translated a football broadcast into actionable data so the model can learn to identify the types of football actions displayed on screen. Created data sets of video clips by identifying and labeling the different events that occur in a football broadcast on a frame-by-frame level (e.g. standard play, field goal, locker room, crowd, interview, graphics).

UC Irvine, Irvine, CA

Researcher

Apr 2016 – June 2017

- Created exploratory NBA data analyses using MATLAB to organize and visualize NBA play-by-play data. Visualized and clustered similarity of players based off box score measures by applying a t-SNE algorithm. Found that similar player profiles exist (e.g. rim-running big men, secondary ball handlers, starting wings).

Machinima, Burbank, CA

YouTube Partner

Dec 2011 – Aug 2016

- Founded an online channel providing videos for viewers to learn tips and tricks on first-person shooter video games, generating a thousand views per video, accumulating over 2 million total video views. Used non-linear video editing software such as Final Cut Pro and Sony Vegas in order to compile gameplay highlights.

EDUCATION

University of California, Irvine

B.S., Biomedical Engineering, Minor in Statistics

Sep 2012 – June 2017

General Assembly, Los Angeles

Certificate, Data Science

June 2017 – Sep 2017

Data analysis and data modeling, including regression techniques, classifier techniques, and ensemble learning. Study of libraries such as pandas, matplotlib, seaborn, and scikit-learn.

SKILLS CERTIFICATES

Python, Excel, SQL, Git, Final Cut Pro, MATLAB, R, \LaTeX

General Assembly, Fundamentals of Digital Marketing (Google), DigitalMarketer Lab