BERNIE GRAVES

Aspiring Software Engineer

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EXPERIENCE

Data Science Researcher

Peak Performance Project (P3)

🗰 01/2023 - 01/2024 🛛 🍳 Santa Barbara

- Conducted EDA and web scraping to analyze P3's proprietary biomechanical data, correlating it with NBA players' performance
- Developed machine learning models, including Random Forests and LASSO, in R, to predict performance and identify key measurements related to performance

iOS App Developer

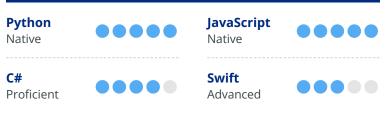
Learning Foundations

- 🛱 12/2022 03/2023 🛛 🍳 Santa Barbara
- Sole developer on original iOS app to translate MoteNote book into an interactive app
- Coordinated all aspects of the app including back-end authentication, querying the database with Firebase, and integrated the UI with SwiftUI

SKILLS

AWS CS	S Fireb	ase Fl	ask	Git	Github
MongoDB	Node	Unity	Хсо	de	

LANGUAGES



EDUCATION

Bachelor of Science in Statistics

UC Santa	Barbara
	- 06/2023

Relevant Coursework: Statistical Machine Learning, Big Data, Regression Analysis, Business Strategy, Intermediate Python, R and SOL https://bernie-graves.github.io/

PROJECTS

Speed Sudoku

Built iOS game to add a twist to the classic game Sudoku. Developed using Unity and C# and deployed live to the <u>Apple App Store</u>. Planned and executed all aspects of the game from game loop to monetization.

Brand Wiz

Built full stack serverless web application that utilizes AI to generate customized logos, slogans and names for user's products. Leverages AWS for serverless backend and database hosting, React for the frontend and Stripe for payment integration. Live at <u>brand-wiz.com</u>!

Soundmates for Spotify

Developed web application to enhance the Spotify experience by providing users with features for connecting with friends and building playlists. Leveraged JavaScript and the MERN stack to develop a user-friendly application and to integrate the Spotify Web API. Live at <u>soundmates-for-spotify.com</u>.

Amazon Review Scraper and Dashboard

Built full-stack application for Amazon sellers to optimize sale of products. Developed REST API to deploy web scraping, data pipeline, and machine learning workflow. Created dashboard and sentiment model enabling users to easily view data trends and identify pain and pleasure points in existing products.

Food Fight!

GPA

3.81 / 4.0

Developed multiplayer 3rd person thrower video game where players start food fights in a cartoon cafeteria. Utilized Unity, C# and NetCode for GameObjects to deploy all aspects of the game ranging from animation to networking. Leveraged Agile development to effectively manage timelines and prioritize key features of the game.