

Woodrow Sims

Data Scientist | Data Engineer

 (303) 885-2756

 sims.woodrow@gmail.com

 [LinkedIn/WoodrowSims](https://www.linkedin.com/in/WoodrowSims)

 [GitHub/ls0metry](https://github.com/ls0metry)

Driven and creative developer with a background in technical support and software development. Led to Data Science by a desire to hone my programming skills and to further expand my repertoire. I am deeply excited by the possibilities of Data Science and Machine Learning to influence systemic changes and change society for the better.

TECHNICAL SKILLS

Python - SQL - Tableau - Matplotlib - MySQL - pandas - NumPy - Scikit-learn - Spark - Git - Jupyter Notebooks - Visual Studio Code (VSCoDe) - Applied Statistics - Machine Learning - Natural Language Processing - Data Storytelling

Exposure To/Experience With: Go - Javascript - C/C++ - C# - Unity

EDUCATION

Codeup

Certification of Completion

Aug 2022 - Feb 2023

Fully-immersive, project-based 20-week career accelerator that provided me with 670+ hours of expert instruction in applied data science. Developed expertise across the full pipeline (planning, acquisition, preparation, exploration, modeling, storytelling), and become comfortable working with real, messy data to deliver actionable insights to diverse stakeholders.

Trinity University

Aug 2012 - Dec 2017

Bachelors of Computer Science

Completed five years of undergrad computer science, including topics of computer graphics, compiler development, low-level programming, and theoretical computer science.

DATA SCIENCE PROJECTS

Classification Project

<https://github.com/ls0metry/project-1>

Created a model to predict customer churn within the Telco dataset. Using machine learning algorithms, the model takes in data from an SQL server and predicts whether or not a customer will churn based on features such as the number of add-ons a customer has and their tenure as a customer. The final model was able to predict customer churn with 68% greater precision than the baseline

Environment - MySQL, Pandas, numpy, matplotlib, seaborn, scikit-learn, classification modeling

Regression Project

<https://github.com/ls0metry/project3>

Used regression-based machine learning to predict the tax value of single family home properties in the Zillow dataset. The data was pulled from an SQL server, prepared, and examined for drivers of the tax value, including the number of bedrooms and bathrooms, and the calculated square footage of the house. This data was then used to create a model which was able to predict the tax value 28% more accurately than the baseline.

Environment - MySQL, Pandas, numpy, matplotlib, seaborn, scikit-learn, regression modeling

Clustering Project

<https://github.com/L-G-B-Team/clustering-project>

Used a combination of clustering and regression to predict the logarithmic error of predictions made by Zillow in their data set. Data was pulled from SQL server and examined for drivers of logarithmic error, including the fireplace count, latitude and longitude, and cluster groups based on tax value and calculated square feet. The final model was able to predict the log squared error with 16% more accurately than the baseline.

Environment - MySQL, Pandas, numpy, matplotlib, seaborn, scikit-learn, Regression modeling, KMeans clustering

Individual Project

<https://github.com/ls0metry/individual-project>

Developed a model to determine the length of roller coasters from a Kaggle dataset. The dataset was prepared for modeling and examined for features which drive coaster length, including height, speed, and manufacturer. These features were fed into a model which was able to predict coaster length 33% more accurately than the baseline

Environment - Python, Numpy, Pandas, Seaborn, Matplotlib, Scikit-learn

Natural Language Processing Project

<https://github.com/L-G-B-Team/nlp-project>

Developed a Natural Language Processing (NLP) model to determine the language a Github repository was written in based on its README file. The repositories were scraped from Github's top starred repositories, and examined for predictors of the language used, including the name of the language present in the repository, several keywords, and a machine learning analysis of the readmes contents. The final model was able to predict if a model was in the top 5 languages with 28% better accuracy than the baseline

Environment - Python, Numpy, Pandas, Seaborn, Matplotlib, Natural Language Toolkit (nltk), scikit-learn

Capstone Project

https://github.com/CodeupGourmands/Michelin_NLP_Capstone

Developed a Natural Language Processing (NLP) model to determine the Michelin star rating of a restaurant based on other information pulled from their review. The data was captured using web scraping on the Michelin Guide website and was examined for predictors of the restaurants' ratings, including word count, sentiment analysis, and a machine learning analysis of the review contents. The final model exceeded the baseline's accuracy by 39%

Environment - Python, Numpy, Pandas, Seaborn, Matplotlib, Natural Language Toolkit (nltk), scikit-learn

PROFESSIONAL EXPERIENCE

DHA Global Service Center - San Antonio, TX

Application Support Analyst | Oct 2020 - Aug 2022

- Provided phone and email support for over 200 applications across the Military Health System, answering 500+ calls/month while consistently maintaining Quality Assurance scores >95%
- Excelled in first call resolution, resolving 10-20% more tickets than other comparable agents
- Created support documentation for agents detailing proper procedures for submitting prescription activation and refill requests to military pharmacies through the MHS Genesis Patient Portal
- Maintained excellent customer service, even at high call volume, averaging 4.5/5 or higher survey scores

InnerAlly LLC - San Antonio, TX

Lead Programmer (Intern) | May 2016 - Aug 2016

- Worked directly with the CEO to design and develop a mobile game targeted at improving the players' mental health
- Built minimal viable product using Unity game engine, implementing game logic and integrated requested features and innovative gameplay mechanics
- Used Apple TestFlight for feedback and play testing
- Delivered samples, mock-ups, interfaces, and the finished product per specifications prior to deadline