Matthew Gonzalez

Chino, CA

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[LinkedIn](#) | [Portfolio](#) | [GitHub](#)

SQL, Tableau, Python, Data Analytics, Data Visualization, Pivot Tables, Excel

EDUCATION

Woodbury University — Media Technology (Applied Computer Science), 2019

DATA ANALYTICS TRAINING

Google Data Analytics Professional Certificate, **Coursera**

DATA ANALYTICS & VISUALIZATION PROJECT EXAMPLES

- **Data Cleaning in SQL.** Transformed raw housing data in SQL Server to make it more usable for analysis. Transformations included standardizing date format, splitting addresses into individual columns (Address, City, State), removing duplicates, etc.
- **COVID-19 Rates Dashboard.** Quantified COVID-19 infection rates over time, by country, and by continent; published a Tableau dashboard to visualize results.
- **AirBnB Dashboard**. Quantified yearly revenue, number of listings broken down by number of bedrooms, average price per bedroom, and price per zip code.
- **Amazon Web Scraper**. Scraped data from Amazon with Python to analyze price data for products, and wrote that data into a csv file. Also defined the logic for automating this process (checking price of product and appending new data to file on a predefined time interval).
- **Automatic File Sorter.** Scripted an automated file sorter in File Explorer using Python.

WORK EXPERIENCE

IntentDev — *Software Engineer*, Jul 2021 – Jan 2022

- Designed and developed custom software solutions for live performances, large-scale installations, and immersive media, resulting in high levels of audience engagement and positive feedback.
- Led training sessions for team members to ensure seamless adoption of new workflows and technologies, leading to a more efficient development process and higher quality output.
- Maintained code quality and documentation, resulting in easy-to-understand code and efficient collaboration with other team members.

NameTheMachine — *Creative Technologist*, May 2018 – Jul 2021

- Collaborated with cross-functional teams, including artists, designers, and producers, to conceptualize and implement interactive experiences that push the boundaries of technology and creativity.
- Developed a system to track developer modifications using TouchDesigner, resulting in a more fluid and collaborative workflow among a remote team of 5-10 programmers.
- Conducted research and development on emerging technologies, identifying opportunities to incorporate them into projects and improve overall efficiency