Gabriella Ardiles

STATISTICS & MACHINE LEARNING AND INFORMATION SYSTEMS MAJOR · CARNEGIE MELLON UNIVERSITY

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Education

Carnegie Mellon University   *Pittsburgh, PA*

B.S. IN STATISTICS & MACHINE LEARNING, B.S. IN INFORMATION SYSTEMS   *Aug. 2019 - Dec. 2023*

Related Courses: Fundamentals of Programming and Computer Science, Principles of Imperative Computing, Database Design and Development, Application Design and Development, Practical Data Science, Design of AI Products, Intro to Machine Learning

Technical Skills

Programming Language Databases: Python, Java, R, SQL, Ruby, C/C++, MySQL, MongoDB
Packages/Frameworks: NumPy-Pandas, Scikit-learn, TensorFlow, Spark, Hadoop, MapReduce
Design: Prototyping, Storyboards, Wireframes, Designing (Sketch Adobe), Sewing, Silversmithing

Professional Experience

Yam Education Inc.   *Virtual*

PROJECT MANAGER FOR STUDENT CONSULTING TEAM   *Jan. 2023 - May. 2023*

- Researched and provided a cost-effective competitive analysis of different solutions for the client's database management that improved the client's business operation and drastically increased their efficiency and capacities.
- Devised solutions to re-frame the client's internal department structure and provide seamless integration and configuration of their business operations using a cloud-based academic CRM.
- Trained the clients' staff in using the academic CRM in time for their pilot launch, followed up with the client 2 weeks after the project to ensure satisfaction, and presented opportunities for growth and quotes for delineated packages.

Heinz College Privacy Economics Experiments Lab @ CMU   *Pittsburgh, PA*

RESEARCH APPRENTICE   *Jun. 2021 - Aug. 2021*

- Wrote Python scripts and used machine learning to extract and process the experiment data in DataGrip and implemented improvements to the classifier component of the study software, which increased the accuracy of tagging emails as spam by 10%.
- Created and deployed online surveys related to the study using Qualtrics and monitored 15 study participants' compliance with experimental conditions through weekly reports.
- Communicated weekly with the project manager to gain critical feedback and implement changes to my code while attending weekly meetings with managers and 15 other team members.

CyLab Security and Privacy Institute @ CMU   *Pittsburgh, PA*

RESEARCH APPRENTICE   *Aug. 2020 - Dec. 2020*

- Led research on mediums for online learning and created a virtual classroom with OpenSimulator, an open-source server platform, to host and experiment with different styles of learning and presented my results weekly to a team of 10 researchers.
- Wrote C scripts to implement audio and video streaming in a low-polygon classroom created in Unity to create an environment for fine art students to emulate practicing in their music studios.

Traffic21 Institute @ CMU   *Pittsburgh, PA*

RESEARCH ASSISTANT   *Aug. 2020 - Dec. 2020*

- Compiled and maintained a database of publications for university-funded researchers and developed research synopses of their completed projects, in topics like cyber security and machine learning, for stakeholders.
- Presented my outcomes to 5 senior management higher-ups in weekly standup meetings.

Projects

Social Media Sentiment Analysis
- Utilized the Twitter API and developed a Python script to extract tweets from the app that are related to a specific tag.
- Performed NLP-based tokenization, vectorization, and processed data on machine-understandable language.
- Applied a LSTM model for data analysis to determine the sentiment polarity of the data set and performed data visualizations using Geopy and Altair, which was compiled into a final report about users' sentiment on the Metaverse.

Audio Streaming Database Reconstruction
- Constructed and implemented a database schema using PostgreSQL and Python for an audio streaming application.
- Reverse engineered business value propositions and the functionality of an audio streaming app through user stories and conceptual models, compiling my results in a formal report.

iOS Mobile App
- Codeveloped a IOS mobile application in Swift for a card game.
- Operated as the lead graphic designer, created mockups for implementation, built wireframes, and designed graphics in Sketch.