

Carlo Heftel Liquido

Carlo_Liquido@ischool.berkeley.edu - (808) 294-4864
Portfolio - <http://koalaboy808.github.io/>

EDUCATION

University of California Berkeley 2017 – *Master of Information and Management Systems* (Expected)

- Focus Areas: Data Visualization, Fullstack Development, Data Science, User Interface Design, Spatial Analytics

Brown University 2012 - *Bachelor of Arts, Economics*

TECHNICAL SKILLS

Programming Languages: Python, Javascript, R, MATLAB, HTML, CSS, SQL, Java

Technologies: Git, d3.js, three.js, Illustrator, Photoshop, Tableau, Flask, Django, RStudio, MongoDB, Postgres, PostGIS, Heroku

WORK EXPERIENCE

Autodesk | *Data Visualization Developer*

May 2016 - Current

- Research (Quantitative, Qualitative), Design (Illustrator), and Develop (Angular2) an interactive, internal-only visualization display (nine 60" screens combined) to create a more data-driven environment in the Autodesk community.
- Conducted 5 think-alouds and 17 interviews and analyzed 265 survey responses to inform my design decisions.

Information Organization Laboratory | *Co-Teacher*

August 2016 - Current

- Co-teach graduate level course in information architecture through the full stack development process.
- Lead lectures/labs on version control, responsive front-end design, and MVC frameworks (JavaScript, Python).

Climate tools and Collaborative Science | *Web and Data Research Engineer*

Jan 2016 – June 2016

- Aided Berkeley graduate project develop open source tools (Python; MongoDB) to explore the risks of climate change
- Tackled unit testing (Numpy; Nose); created single data system (NetCDF); implemented front-end design with designer.

Hawaii Department of Education | *Data Analyst and Visualization Specialist*

Dec 2013 - Apr 2015

- Collaborated with the Strategic Data Fellow to address systemic challenges within the public education system by building an accountability system that leveraged time series data on nearly 200,000 students and 13,000 teachers
- Instructed 'Data Governance' team weekly on data shaping and custom visual modeling techniques using R.

PROJECTS

Water in the West | *3D Data Visualization*

Fall 2016

- Collaborate with Stanford University 'Water in the West' program to create a 3D immersive visualization on subsurface mapping for groundwater management (WebGL, three.js).

Unicorn Viz | *Interactive Data Visualization*

Spring 2016

- Designed and developed a data visualization in d3.js that used crowd sourced data from Crunchbase to extract information about funding by venture capitalists, and the progress of startups through their tags of funding.

Labor2Day | *Full-Stack Development (2nd Place Smart Cities Hackathon)*

Spring 2016/Fall 2015

- Developed a text-based messaging system called Labor2Day (idea generated in hackathon) to connect day laborers with local employers. Using Twilio, information from laborers are automatically processed real time in our database.

Emojineering | *Data Science (NLP)*

Fall 2015

- Using 1 million tweets, created an emoji tool (NLTK, SciKitlearn) that assigned the appropriate emoji to a given text.
- Lead efforts in using Machine Learning and NLP techniques to handle cleaning, supervised clustering, and classifying.

DogWatch | *Data Scientist (Spatial Analytics)*

Fall 2015

- Leveraged over 12 years of crime data to apply Machine Learning techniques to predict the type of crime in San Francisco. Project included exploring data, creating features, and building a classification model (Numpy, SciKitlearn).