# PAULA VASCONCELOS, PHD

Versatility, creativity, critical thinking, strong analytic skills, and a taste for challenge are some of my most defining characteristics. I am skilled in mathematical and statistical modelling, and I am very driven to start new projects and see them to completion. I am currently working as a data scientist for a gaming company, where I enjoy employing the tools of data analytics and machine learning to get actionable insights into the fascinating world of video games.



## CONTACT

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## SKILLS

#### **Professional Skills**

Machine learning ) (Artificial Intelligence Mathematical modeling Statistical modeling ] [ Data analysis

Algorithm development

Data visualization

### Soft Skills



#### **Programming Languages**



**Operating Systems** 

Linux macOS Windows

#### Softwares & Tools



Languages

English	
Portuguese	
Swedish	

## **C** WORK HISTORY

#### 2023

- Data Scientist • Might And Delight AB (SE)
- Experience with several supervised machine learning (Linear Regression, Logistic Regression, Naïve Bayes) and unsupervised machine learning (Decision Trees, Random Forest, XGBoost, Kmeans, DBSCAN, HDBSCAN, UMAP, PCA, Latent Dirichlet Allocation) methods.
- Experience with most relevant Python libraries such as pandas, NumPy, scikit-learn, TensorFlow, PvTorch, Matplotlib,
- Designed and implemented natural language processing models to perform topic modelling and sentiment analysis on textual data (reviews, questionnaires, Discord channels).
- Designed and implemented unsupervised machine learning models to predict player churn based on metrics of playing behaviour.
- Designed and implemented unsupervised machine learning models to classify players into distinct groups (player personas) based on player behavior data and textual data.
- Performed network analysis on game titles owned by a subset of players of a game
- Made several dashboards and reports with KPI's and in-game metrics geared towards different company stakeholders.
- Made a Slack bot to alert of new Steam forum posts and their sentiment score.
- Collaborated with game developers on deciding what data to track in different games.
- Created custom scraping scripts to extract relevant data from the Steam platform: reviews, users owned and wishlisted games.
- Extracted data from SQL databases.
- Collaborated in designing company's own database for gathering and storing game data.
- Collaborate on an ongoing basis with marketing team to implement results of data analyses.

#### 2015-2022

- Uppsala University (SE)
- Proficiency in calculus, linear algebra, and game theory.
- Developed and analyzed both discrete time and continuous time mathematical models of evolution

Doctoral researcher

- Developed and performed agent-based models.
- Developed algorithms for performing computer simulations.
- Performed statistical modelling (time series analysis, regression analysis) on data from computer simulations.
- Presented research findings via oral communications in multiple conferences around Europe.
- Wrote four research papers.

#### 2013-2015

#### Masters researcher

- Universidade Federal de Minas Gerais (BR)
- Performed bioinformatic analyses.
- Statistically analyzed genomic data using bash, Python and R.
  - Performed statistical modelling (Approximate Bayesian Computation, clustering).
- Presented research findings via oral communications in multiple conferences in Brazil.
- Wrote one research paper.

#### 2010-2012 ♥ Freelance

#### Webdeveloper

- Created and maintained websites geared towards affiliate marketing.
  - Designed websites' interfaces.
- Optimized websites performance, layout, functionalities, and navigation.
- Created and maintained databases.
- Performed SEO.

## EDUCATION

∰ <b>♀</b>	<b>Paused 2023</b> Stockholm University (SE)	MSc Artificial Intelligence
∰ <b>♀</b>	<b>2022</b> Uppsala University (SE)	PhD Mathematical Biology
∰ <b>⊘</b>	<b>2015</b> Universidade Federal de Minas Gerais (BR)	MSc Population Genetics
∰ <b>⊘</b>	<b>2012</b> Universidade Federal de Minas Gerais (BR)	BA Philosophy