

PATRICIA PAWLAK

JUNIOR DATA SCIENTIST

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EXPERIENCE

Lead Character Rigger | Digital Domain 3.0 Inc.

SEPT 2010 - 2020, VANCOUVER, BC

- Led small 1-3 person team projects
- Proceduralized work using Python
- Built character animation rigs and character deformation rigs

Lead Character Effects Artist | MPC

MAR 2010- 2010, VANCOUVER, BC

- Built cloth simulation rigs
- Proceduralized work using MEL

Character Rigger | Character Effects Artist | Various Studios

JUL 1994 - 2009, VARIOUS LOCATIONS, USA, NEW ZEALAND, CANADA

EDUCATION

BrainStation | Diploma Candidate, Data Science

JUL 2020 - SEP 2020, VANCOUVER, BC

Athabasca | Undergraduate Psychology, 15 credits

MAR 2016 - 2019, VANCOUVER, BC

Concordia University | Bachelors in Film Animation

SEPT 1991 - 1994, MONTREAL, QC

Magna Cum Laude

PROJECTS

Can Localized Tweets Predict Community Well Being ?

Data Science Capstone Project

Summer 2020, BRAINSTATION

Python, Tweepy, GeoPy, Scikit Learn

SKILLS

Working: Python, Linux, Maya, MEL

Emerging: SQL, Tableau, GitHub

Soft: Excellent communication and analytical skills

PROFILE

My dream is to use my technical skills to make the world a better place. I am a visual effects artist turned data scientist eager to apply her creative and analytical abilities to real life problems. I believe that data driven insights lead to improved decision making and fairer policy and ultimately to a better world for us all.