

Mattheus Faria

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EDUCATION

Worcester Polytechnic Institute

Bachelor of Science in Data Science, Minor in Business, GPA 3.75/4.0

Worcester, MA

August 2020 - March 2024

SKILLS

Programming Languages: Java, Python, C, JavaScript, HTML, CSS, R, SQL

Tools & Frameworks: Flask, React.js, d3.js, Node.js, Git, AWS (Lambda, API Gateway, RDS, S3), Azure ML

EXPERIENCE

Associate Data Scientist, Eversource Energy, MA

June 2024 - Present

- Focused on substation and transmission engineering disciplines to support them in models and analytical tools development through Machine Learning and Artificial Intelligence.
- Functioned as the key manager of large quantities of data between multiple internal and external teams.
- Leveraged Azure Machine Learning to create, train, and implement fault detection models to be used in both groundline and drone imaging.
- Significantly improved active operational time in Eversource's drone team by automating various tasks through typescript and python scripting.

Data Analyst Intern, Main Street Bank, MA

Dec. 2022 – Feb 2024

- Report writer for multiple operational branches of a bank. Learning skills in analyzing data and communicating findings in a clear and readable manner.
- Preparing for the Bank's large internal-system conversion by gathering knowledge in current reports in order to concisely write similar, yet improved reports to help bank operations.
- Contacting a wide range of branch managers and C-suite executives to gather information and data to create comprehensive reports that support the bank's decision-making process.

PROJECTS

NVIDIA Interactive Qualifying Project

Jan. 2023 – May 2023

- Worked with two teams of 4 to design, implement, and test an FPS video game environment with the aim of testing the effects of latency compensation techniques on player experience.
- Managed the collection of in-game data and round-based questionnaire data through SQL to create multiple data visualizations that were analyzed in a report published by WPI.

AI Chess Player

Dec. 2022 – Jan. 2023

- Created a chess bot using artificial intelligence and a chess game engine that can generate all legal moves for a given board state.
- Implemented a recursive minimax algorithm with alpha-beta pruning to determine the best move for the bot, considering a specified depth limit.
- Utilized a heuristic evaluation function to assign a score to each board state and used it to determine the optimal move for the bot.

Kickstarter Clone

Nov. 2022 – Dec. 2022

- Developed a clone website of Kickstarter using React.js and Amazon Web Services, with a focus on scalability.
- Implemented a MySQL database using Amazon RDS to manage the backend of the website, allowing for efficient and reliable data storage.
- Developed serverless Lambda functions to handle API calls to the database, allowing for flexible and scalable backend functionality.