

Vanessa Grass

Data Scientist with a background in Design, User Analytics, and Biology

CONTACT

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github.com/vnessified

SKILLS

Computer Vision, Machine Learning, Natural Language Processing, Statistics, Exploratory Data Analysis, Data Cleaning, Data Engineering, Product Design, and Front End Web Development

TOOLS

UNIX, Python (NumPy, matplotlib, pandas, seaborn, scikit-learn, Keras, TensorFlow), R, OpenCV, SQL, Postgres, AWS, HTML, CSS, and jQuery

EDUCATION

Master of Science, Data Science

Galvanize | San Francisco, CA

Immersive Course, Data Science

General Assembly | San Francisco, CA

Post-Baccalaureate, Interaction Design

Columbia College Chicago | Chicago, IL

Bachelor of Arts, Biology (Pre-Med)

University of Rochester | Rochester, NY

EXPERIENCE

Graduate Student | Galvanize, Jan 2017–Present

Current graduate student pursuing a Masters of Science in Data Science, studying computer vision, machine learning, data engineering, statistics, and linear algebra. In addition to theoretical coursework, I have hands-on experience building and implementing several machine learning projects, including a logistic regression classifier that predicts the adoptability of shelter animals, random forest and naive bayes classifiers for natural language processing of Meetup.com event descriptions, as well as continuously streaming and storing data using Meetup.com's API.

Immersive Course Student | General Assembly, Jul 2016–Oct 2016

Completed a three month immersive course where I leveraged python for machine learning, statistical analysis, data visualization, and data cleaning. For the course capstone project, I built an image classifier using a convolutional neural network that detects a distinct food type with 88% accuracy. I'm currently extending this network to be a multi-label classifier that recognizes many other foods, with the ultimate goal of predicting nutritional information from food photos.

Product Design & Strategy | vanessagrass.com, Jan 2012–Jul 2016

Working as a consultant for early stage startups and small businesses, I advised on product design and strategy — specifically using data to drive interaction design for web, mobile, and desktop apps & products.

Lead Product Designer | Wake, Oct 2015–Mar 2016

First in-house designer for Wake's suite of web, iOS, and Mac apps. In addition to UI/UX design for the platform's design sharing tool, my role also extended to user and market research, product strategy, front-end development, analytics, product marketing, and customer support.

Senior Product Designer | StyleSeat, Jul 2015–Oct 2015

Designing for the supply side of StyleSeat's marketplace, I worked closely with product managers, data analysts, and engineers to collect data, assess opportunities, and run split tests with the overall goal of helping beauty & wellness professionals gain more clients and successfully manage their business.

Product Designer | Teespring, Aug 2014–Mar 2015

Designer for Teespring's seller-facing educational tools and a redesign of the platform's apparel designer app. My responsibilities ranged from data analysis and A/B testing to wireframing, prototyping, visual design, and style guide development.

Experience Designer | Yahoo, Jan 2014–Aug 2014

Worked with a team of designers, product managers, and engineers to help reimagine Yahoo's mobile search experience. My role spanned product ideation, wireframing, visual design, prototyping interactions as well as usability testing.