

Dustin Garner

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Summary

Meticulous, enthusiastic data analyst with over 5 years of experience interpreting and modeling data using SQL, Python, Pandas, and Matplotlib. I have worked as a systems neuroscientist, using machine learning to analyze biological neural networks. I am passionate about continuous learning and innovation within the data science field, and desire to utilize my skillset in an impactful organization.

Experience

Kim Lab | Santa Barbara, CA / Remote | November 2019 – Present

Research Associate / Data Analyst

- Develops Python libraries for neural analysis of multiple datasets to create flexible pipelines for retrieving statistics, generating figures, and establishing reusable procedures for future projects.
- Analyzes network connectivity databases to model multi-layer neural pathways.
- Performs analyses on retrieved data to determine the statistical relevancy of the conclusions.
- Collaborates with an international team to design methodologies and publish results.
- Presents findings at conferences, sharing conclusions with workers across the field.
- Manages lab materials by maintaining Excel spreadsheets of purchasing costs and payment accounts.

Language and Culture Assistants Program | Ortigueira, Spain | October 2022 – May 2023

Language Auxiliar / English Teacher

- Taught Spanish elementary school students, giving an opportunity to talk with a native English speaker.
- Planned discussion questions and activities to elevate the students' language learning.
- Worked closely with students with learning disabilities to help them effectively learn the material.

Apple Store | Santa Barbara, CA | June 2018 – March 2020

Apple Repair Technician

- Diagnosed laptops by performing unit tests on individual components until the issue was isolated.
- Trained newly hired employees to ensure their ability of effectively fixing computers.

Projects

Anterior Visual Pathway Connectivity Analysis

- Parsed multiple datasets of over 100 million entries for comparison and visualization.
- Designed a reusable pathway for figure generation using NumPy, Pandas, and Matplotlib.
- Implemented data structures and graph theory to demonstrate feedforward neural pathways.
- Published results as a first author in the journal *Nature* and contributed to two additional publications.

Independent Game Development

- Constructed over a dozen video games for online publication on the game website itch.io.
- Competed in game jams, creating full games within a time limit, one of which won fourth place.
- Taught myself to use a range of languages and engines, including Unity, Unreal, Godot, Python, and C++.

Education

B.S. in Biochemistry and Molecular Biology | University of California, Santa Barbara | March 2021