Sanabu Washizuka

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SUMMARY OF QUALIFICATIONS

- Educated in data engineering and analysis completing 15+ projects focused on Python and both SQL and NoSQL databases
- Planned data pipelines for educational team projects, coordinating with and reviewing team member code
- **Deployed 3 web apps** for educational projects connected to external databases and browser client interfaces using Python and Flask
- Experience in process improvement analysis through the introduction of methodologies for data collection to aid metrics-based decision making
- **Practice proactive, open communication while focusing on shared goals** between cross-functional teams, executive management and stakeholders to address needs and maintain positive work environments
- Certified Project Management Professional (PMP) with 8+ years of project management experience

PROJECTS

"Monthly Retail Trade Survey ETL" | https://github.com/SanabuW/ETL-MRTS/blob/main/Module%208_Final_Project_SW.ipynb A project for processing and analyzing retail sales data from the US Census bureau.

- **Conducted exploratory data analysis** on data sample of retail sales, finding seasonal patterns and effects of global crises on consumer behavior
- Built analysis pipeline including review on data validity and generation of reports on null data

"Housing Analysis" | https://github.com/SanabuW/housing-analysis/blob/main/housing_analysis_SW.ipynb

A project using machine learning to conduct an analysis of what characteristics of housing/property listings (square footage, number of rooms, age, etc.) correlate to their listed prices.

- Conducted exploratory analysis using least squares regression to review possible correlations
- Built a machine learning pipeline to conduct a linear regression analysis to discover the strongest contributing factors to housing prices
- Created a data ingestion pipeline that cleaned raw data from Excel sheets using Python

"Citi Bike Dashboard" | Tableau Public: https://tabsoft.co/39atJ3j

A project that cleaned and analyzed data from Citi Bike station usage, utilizing **Tableau** for presentation.

- Organized data into visualizations to discover insights for potential business improvement
- Created dashboards with readability at high-level management teams as a design priority

WORK EXPERIENCE

Freelance Translator

November 2019 - January 2025

Independent contractor to translate Japanese text into English for 4+ video game projects (4-5 months per project).

Employed personal data-based progress tracking to report expected completion dates within 95% accuracy

Project Manager

August 2019 - October 2019

Core Systems, Poway, CA

Oversaw schedule and progress of final integration phase for computer server assembly.

Analyzed and audited production tracking procedures and advised teams on best practices for data entry to
ensure data integrity for progress analysis

Producer

November 2018 – January 2019

Spike Chunsoft, Inc., Long Beach, CA

Project leader for video game localization and publishing projects. Suggested schedules, monitored progress of tasks, and acted as the coordination point between functional teams, key stakeholders, and vendors.

- Implemented daily progress tracking processes to resolve issues and reduce delivery estimates of late milestones by over 3 weeks
- Utilized servant leadership approaches and one-on-one meetings when coaching team members
- Led office-wide progress meetings

Sr. PC Project Coordinator

June 2018 – October 2018

Idea Factory International, Inc., Gardena, CA

Supervisor of the newly expanded PC game project team, overseeing tasks of new PC Project Coordinators.

- Supervised, guided, and delegated tasks to new PC Project Coordinators
- Updated manager team on regular basis as the PC department representative for ongoing projects

PC Project Coordinator

April 2016 - June 2018

Idea Factory International, Inc., Gardena, CA

Spearheaded the development of new processes and management systems to handle increased scope of users. Supervised testing teams of 6+ members, delegated to cross-functional teams, and communicated with stakeholders.

- Communicated user feedback on game performance and reception to marketing, sales, and executive teams
- Coordinated marketing releases and print/digital goods creation between marketing and production teams as well as external IP holders
- **Designed new frameworks to communicate end-user input for developers** for over 12 PC-porting projects upon creation of a new PC Customer Support role, organizing 200+ support tickets per release
- Contributed to new initiatives in international product releases to Japan and China
- Attended overseas meetings to aid upper management and provide project details for external stakeholders

Production Coordinator

September 2012 – July 2015

Aksys Games Localization, Inc., Torrance, CA

Created localization production schedules and delegated tasks to translation staff while ensuring projects were completed within schedule, cost, and scope constraints.

- Communicated branding direction and user feedback from marketing and sales teams to external IP holders
- Participated in weekly meetings to report project progress to executives and team members
- Performed product evaluations and estimates on localization work for prospective titles and communicated findings to business development teams
- Spearheaded the first mobile platform production activities for the organization, researching and drafting procedures for mobile publishing and performance tracking
- Created metrics-based productivity tracking procedures to ensure timely deliverables

CERTIFICATIONS

Microsoft Certified: Power BI Data Analyst Associate, Microsoft – February 2025

Professional Certificate in Data Engineering, MIT xPRO - May 2023

Data Science and Visualization Bootcamp Graduate Certificate, University of California, San Diego - May 2021

EDUCATION

University of California, Irvine

• Bachelor of Arts, Business Economics

Hitotsubashi University, Tokyo, Japan

One-year Education Abroad Program sponsored by University of California, Irvine