Jakub Siuda

Junior Data Analyst | SQL · Python · Power BI · Tableau · R

siudajakub@gmail.com | +48 793 434 353 | Bielsko-Biała, Poland | Open to hybrid/on-site (Silesia, Kraków) or remote

LinkedIn | GitHub | Portfolio | Tableau Public | Kaggle

SUMMARY

Career changer moving into data analytics after 4+ years in technical 3D production for games, where I led technical work in a small studio, optimised production pipelines and bridged creative and technical teams. Google Data Analytics Professional Certificate (2026), with a portfolio of four end-to-end analyses in SQL, Python, R and BI tools, each ending in quantified, business-ready recommendations.

SKILLS

Data analysis: SQL (PostgreSQL, MySQL, BigQuery, window functions), Python (pandas, Matplotlib, REST APIs), R (tidyverse)
BI & reporting: Power BI (DAX, star schema), Tableau (dashboards, calculated fields), Excel / Google Sheets (pivot tables, VBA)
Methods & tools: Data cleaning and validation, EDA, KPI design, segmentation, stakeholder presentations; Git / GitHub, Jira, Agile / Scrum

DATA ANALYTICS PROJECTS

Launch Health of Polish-Made Games on Steam · *Python, PostgreSQL, Power BI · original project*

- Collected **754,026 Steam reviews** for 23 games via Steam's Web API, modelled them in PostgreSQL (window functions, tested views) and built a 4-page Power BI dashboard (star schema, 19 DAX measures).
- Showed the overall score is set within **2 days**, so the rolling score is the real early warning; found refund-window players **20 pts less positive** and ~6,500 excess Chinese negatives driven by performance, not translation.

Cutting Unplanned Downtime on a Machine Fleet · *PostgreSQL, Python, Excel · predictive maintenance*

- Analysed a year of failures, error codes and **876,100 hourly sensor readings** from 100 machines (public synthetic dataset); built per-machine control charts (SPC) and tested alert rules on a held-out period.
- Designed a two-signal alert that caught **97% of failures** with **86% of alerts real** and ~19 h of notice; an Excel business case (Power Query, Data Table, scenarios) puts the base-case saving at **11.8M PLN a year**.

Supply Chain Cost & Efficiency Analysis · *Python (pandas, seaborn)*

- Designed 5 new metrics (cost per unit sold, supplier risk score, stock-to-sales ratio, working capital at risk) to assess 100 SKUs, 5 suppliers and 3 carriers for a fashion & beauty brand.
- Showed that Carrier C costs **55% more per unit sold** than Carrier A despite near-identical fees, and flagged a supplier with a 0% inspection pass rate and a 43% cost premium.
- Ranked **30 overstocked SKUs** for reduction; Haircare held 55% of working capital at risk despite the lowest revenue per SKU.

Lending Club Credit Risk & Default Analysis · *R (tidyverse, ggplot2)*

- Cleaned and segmented **1.3M loan records** (2007–2015); validated the internal grading model, with default rates rising from 5.8% (grade A) to 49.6% (grade G).
- Identified debt-to-income as a key risk driver (14.5% default below 10% DTI vs. 33.1% above 40%) and small-business loans as the riskiest segment (32.8%); recommended a 35% DTI cap.

WORK EXPERIENCE

3D Environment Artist · *Textures.com* 2024 – Present

- Produce photorealistic 3D plant assets for an international asset library used by game, film and architecture studios, working to strict technical specifications and quality checks.

Technical Lead · *Dream Eater Interactive (indie game studio), Oleśnica* 2022 – 2024

- Led technical work on two indie games in Unity: diagnosed performance and rendering problems and optimised asset pipelines to run well across multiple hardware profiles.
- Acted as the link between art and programming, turning design requirements into technical tasks and reporting progress and risks to stakeholders.

3D Generalist & Project Manager (Freelance) · *Self-employed* 2021 – Present

- Planned and delivered 3D visualisation and animation commissions end to end, including a full 3D music video in Unreal Engine: scoping, scheduling, asset management and delivery.

EDUCATION & CERTIFICATION

Google Data Analytics Professional Certificate · Coursera 2026

BA, 3D Animation and VFX for Games and Film · University of Lower Silesia (DSW), Wrocław 2023

ADDITIONAL

Languages: Polish (native), English (fluent) | **Short courses:** Power BI, Excel, Python, Intro to Data Science (2025)
Interests: Video games (as a player and developer), animation, digital art