

Matt Graff

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Computer Science & Geography (Geomatics) undergraduate (University of Victoria, 2026) with experience in data science, multidisciplinary team collaboration, and user interface creation. Highly action-oriented and skilled at organization, problem solving, and self-directed learning. Remote work ready and fluent in English with proficiency in French.

SKILLS

Programming: Python, R, SQL, Java, Ruby

Visualization: Tableau, Leaflet, Matplotlib, Seaborn, Excel, Plot.ly, Figma

Geospatial: ArcGIS Pro, ArcPy, QGIS, Geospatial Data, ArcGIS Web

Research & Reporting: Empirical Analysis, Report Writing, Presentations

Emerging Technologies: Cloud Platforms, Machine Learning, Artificial Intelligence

WORK EXPERIENCE

GOVERNMENT OF BRITISH COLUMBIA (GEOBC)

Victoria, BC

GIS Developer Co-op

May 2024 – Sep 2024

- Designed an archival pipeline for 20TB+ of geospatial data using Python, AWS, and PostgreSQL.
- Created Python address validation tool (Pandas, ArcPy) for emergency services datasets, improving efficiency by 80%.
- Developed multiple Python scripts for data management/validation, categorizing, and analysis; presented live tutorials.

AVENUE ROAD PROPERTY MANAGEMENT

Remote

Data Analyst

Oct 2023 – Apr 2025

- Engineered end-to-end data pipeline aggregating weather datasets; automated ETL scripts using Python and SQL.
- Applied robust data mining, cleaning and validation techniques to maintain data integrity.
- Produced weekly weather reports to support internal decision-making, visualized data in Tableau and Excel.

GOVERNMENT OF BRITISH COLUMBIA (GEOBC)

Victoria, BC

GIS Analyst Co-op

May 2023 – Sep 2023

- Developed custom GIS tools using Python (ArcPy) and built user-friendly interfaces in ArcGIS Pro
- Conducted spatial data analysis and maintained critical geospatial datasets from tickets on Jira.

PROJECTS

SKEMA ML

May 2025 – Present

Interdisciplinary Project with Dr. Niel Ernst and Dr. Mohsen Ghanbari

- Testing and improving a Python ML (PyTorch) based image classification tool to ensure access for non-technical users.
- Defined user requirements, prototyped UX/UI interface in Figma, conducted testing with professors and researchers.
- Undertook research and analysis to produce reports summarizing findings in kelp mapping techniques and user interfaces.

BIXI BIKE DATA ANALYSIS

Feb 2024

Personal Interest Project

- Cleaned and analyzed citywide BIXI bike share datasets using R and Leaflet.
- Identified spatiotemporal usage trends supporting mobility strategy.

EDUCATION

UNIVERSITY OF VICTORIA

Victoria, BC

Bachelor of Science

Expected Sept 2026

Computer Science and Geography (Geomatics)

Relevant Coursework: Python, Artificial Intelligence, Data Science, Database Systems, Linux, Remote Sensing, GIS

ADDITIONAL

Languages: Fluent in English, Proficient French

Certifications: Advanced Python 3 (Codecademy), Agile Foundations (LinkedIn Learning)

Soft Skills: Communication, Initiative, Cross-functional Collaboration, Public Speaking, Problem-solving

Mission Interests: Data innovation, open science, and real-world applications in space, climate, and public systems