richard pelgrim

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nationality	Dutch
dob	30.01.1990
languages	English
	Dutch
	عربي (arabic)

summary

Richard is a trilingual **developer advocate** specialised in crafting content for data professionals working in Python. He leverages his technical and creative skills and deep sense of **user empathy** to communicate technical content in compelling ways that increase **authentic, durable engagement**. Richard is comfortable communicating across **a wide range of media** (live, video, blog, social) and naturally engages internally with product teams to **strategise product roadmaps** according to user needs.

linkedin	linkedin.com/in/richard-pelgrim
medium	richardpelgrim.medium.com
github	github.com/rrpelgrim/portfolio
core skills	Python, incl. pandas, dask, sklearn, xgboost, spacy, pytorch, tensorflow; SQL; cloud computing, incl. AWS, GCP, Snowflake, K8s
	data science/ml, data engineering, workflow orchestration, product management

work experience

2021 - now **Developer Advocate** at Coiled (US / Remote)
- ◉ drive Dask open-source adoption through content creation, community engagement and live tutorials / meet-ups
- ◉ create SEO-driven technical content for product lead generation
- ◉ collaborate with product team to draft user journeys and product roadmaps

2017 - 20 **Project Lead** at Oude Kerk in Amsterdam (NL)
- ◉ support artists in translating historical data into immersive art installations
- ◉ manage budgets up to €450k and teams of up to 100 members to realise large-scale community events

2016 - 17 **Project Manager** at Urban Futures Studio in Utrecht (NL)
- ◉ mentor designers to translate data communication projects into creative formats for policymakers and larger public
- ◉ organise interdisciplinary workshops and international conferences to reframe sustainability policymaking through design thinking

2015 - 16 **Game Designer** at Play the City in Amsterdam (NL)
- ◉ design serious gaming workshops to facilitate stakeholder negotiation for urban development, incl. an offline, in-person workshop for 500 simultaneous participants as part of ReSite conference 2016 in Prague
- ◉ translate urban migration and circular economy data into intuitive UX and actionable game mechanics through spatial, graphic and interaction design

content samples

SQL vs Python for Data Analyses
Airbyte Blog

The Beginner's Guide to Distributed Computing
Towards Data Science (Editor's Pick)

Short-Text Topic Modelling: LDA vs GSDMM
Towards Data Science

Dask-Snowflake Integration Demo
YouTube

presentations

2022	*Data Science at Scale Tutorial* @ PyConDE & PyDataLondon
	90-minute live coding tutorial
	Dask Training @ GoDataDriven Academy
	2-hour tutorial for corporate clients
2021	"Dask for Everyone" Tutorial @ OrlandoML Meet-up
	2-hour tutorial for beginning Dask users
	"Prefect, Dask & Airbyte for Data Engineering" @ Brystech Meet-up
	Thought leadership panel discussion

education

2020 - 21	Data Science Career Track, Springboard
	completion date May 14, 2021
2016	Research Master Human Geography & Planning, Utrecht University
	cum laude
2013	Bachelor of Arts in Anthropology, American University of Beirut
	cum laude
2007 - 11	Bachelor of Architecture, American University of Beirut