

Anthony Burns

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Education

NPower

Data Analyst

Dalhousie University

Bachelor of Engineering, Industrial Engineering

Saint Mary's University

Diploma in Engineering

Remote

November 2024 – March 2025

Halifax, NS, Canada

June 2018 – April 2021

Halifax, NS, Canada

June 2016 – April 2018

Skills

Languages: Python, C#, VBA, SQL, Dart

Frameworks: Matplotlib, Flutter, Unity, Flask, Express.js, Mongoose, Scikit-learn, Mocha, MongoDB, PostgreSQL

Tools: Excel, Visual Studio Code, GitHub, Tableau, Power BI, Google Looker, Canva, DaVinci Resolve, OnShape

Platforms: Windows, Jupyter Notebook, Trello, Jira, Microsoft Azure, Discord

Soft Skills: Networking, Scheduling, Emotional Intelligence, Communication, Empathy, Goal-setting

Experience

Developer | Surrette Battery

July 2023 – March 2024

- Developed a mobile app using Flutter and Dart to present battery diagnostics on a user's phone, improving customer troubleshooting efficiency.
- Authored 3+ instructional guides for installing and maintaining lithium batteries, reducing technical support queries.
- Managed multiple projects using monday.com to streamline task tracking and ensure 100% on-time delivery.
- Created and published product videos to YouTube using DaVinci Resolve, boosting brand visibility with 1000's views.

Data Analyst | Emera

July 2021 – June 2023

- Acted as the primary contact for master data management, resolving over 3000 supply chain data tickets in 2022 with a focus on timeliness and accuracy using ServiceNow and Excel.
- Identified and reported anomalies in data trends, providing monthly summaries to supervisors to enhance transparency and decision-making.
- Streamlined the request submission process by transitioning 100% of customer requests to ServiceNow, reducing excess emails and improving response times and workflow efficiency.

Quality Assurance Analyst | Rimot

September 2019 – December 2019 & May 2020 – August 2020

- Created training procedures and user guides for internal and external stakeholders.
- Designed and produced 5 enclosures by utilizing OnShape to create detailed 3D models, which I then 3D printed.
- Designed and utilized a raw item inventory system with Excel and PowerApps.
- Utilized OnShape and Adobe Illustrator to keep updated renditions of projects as the design continued to evolve and incorporated Blender to visualize real-life scenarios of the final design.

Projects

Rolls LFP Connect | [Link](#)

July 2023 – March 2024

- Developed a mobile app using Flutter and Dart to present battery diagnostics on a user's phone.
- Presented the beta version to stakeholders at the San Diego 2024 Inter Solar tradeshow.

Color Runner | [Link](#)

July 2022 – January 2023

- Developed a Unity-based video game to self-learn C# and game development principles.

IMP's Proactive Workload Leveling Initiative | [Link](#)

September 2020 – April 2021

- Worked alongside IMP Aerospace & Defence to improve the efficiency of the processes for scheduling work.
- Used Excel VBA for calculations and Power BI for a dashboard.

Enclosure Design

September 2019 – December 2019

- Designed PCB enclosures in OnShape, optimizing filament usage while maintaining durability.
- Printed prototypes using 3D printing, refining dimensions for a secure and mounting features.

Certifications

IBM Data Analyst | [Link](#)

November 2024

Legal Essentials for Business Growth | [Link](#)

November 2023

National Professional Practice Examination (Eng NS)

November 2023