



# Hello, I'm Lucas Hadin.

I'm an experienced data scientist/analyst (14 years, 9 in games) now **pivoting into AI Engineering**. I design, build and deploy practical **AI workflows and agents** - taking ideas all the way from ideation to production. I'm a fast-learning generalist, not married to any one stack, and I've worked across start-ups and larger companies.

**Now:** shipping portfolio projects ([arcticwallaby.com](https://arcticwallaby.com)) that prove real-world AI skills - LLMs, RAG, AI workflows, AI agents, multi-modal, and production deployment with Python, FastAPI, Docker, Postgres/pgvector, Next.js, and more.

**Before:** end-to-end analytics delivery - data tracking, data pipelines (dbt/SQL), dashboards, classic ML (recommendations, segmentation, churn), and plenty of "what's the real root cause?" investigations.

**What you get:** someone who can scope, prototype, build and deploy; collaborative by default, autonomous when needed; clear comms from exec to engineer.



## Experience

2025

### CAREER PIVOT: AI ENGINEERING

#### Göteborg, Sweden

Shifting **from insights** and analysis **to AI** and automation. **Building fast** and learning the skills and tech needed to thrive within **AI Engineering** such as LLMs, RAG, AI workflows, AI agents, multi-modal systems, and production deployment with Python, FastAPI, Docker, Postgres/pgvector, Next.js, and more. See my portfolio at [arcticwallaby.com](https://arcticwallaby.com).

2025

### GAME DATA SCIENTIST

#### Walker Labs AB, Remote, Sweden

Short tenure due to company bankruptcy. Worked on AAA competitive shooter - ALARA Prime. I was the **one-stop-shop for all things data**: from designing tracking, setting up databases and data engineering, building reports, doing analyses, conducting experiments and deploying machine learning models. My job was to help all team members **make decisions based on data** instead of gut feel.

#### Responsibilities:

- **Ad Hoc Analysis & Insights:** digging deep into a question or issue
- **Dashboards & Reporting:** design, KPI definitions, and creation using Power BI, Streamlit, Looker
- **Data Tracking Design:** data collection and telemetry
- **Data Engineering:** automated data flows and database design using SQL, dbt, Bruin
- **Data Science:** recommendations systems, predictive modeling, A/B testing, forecasting, segmentation, simulation, model deployment

## Bio

Name	Lucas Hadin
Nationality	Australian / Swedish
Residence	Göteborg, Sweden
Languages	English, Swedish

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## Hobbies



MTB	Snowboarding	Triathlon
ARPGs	Being a Dad	Gaming
Guitar	Bolibompa	Espresso

## Languages



English	■ ■ ■ ■ ■
Swedish	■ ■ ■ ■ □

## Skills & Traits



Data Analysis	■ ■ ■ ■ ■
Dashboards	■ ■ ■ ■ ■
Communication	■ ■ ■ ■ ■
Initiative & Autonomy	■ ■ ■ ■ ■
Programming: SQL	■ ■ ■ ■ ■
Programming: Python	■ ■ ■ ■ ■
LLMs	■ ■ ■ ■ □
Machine Learning	■ ■ ■ ■ □
Data Engineering	■ ■ ■ ■ □
Agentic Workflows	■ ■ ■ ■ □
AI Agents	■ ■ ■ ■ □

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2020 – 2025

### SENIOR DATA ANALYST / DATA SCIENTIST

#### Hiber AB, Göteborg, Sweden

Hiber owns hiberworld.com, a **UGC world creation platform** aimed at a young audience.

**Responsibilities:** same as Walker Labs

2015 – 2020

### SENIOR DATA ANALYST

#### Ghost Games (EA), Göteborg, Sweden

My role working on Need for Speed was similar to the above but with a few honorable mentions.

More focus on **gameplay economy and progression** – I designed an economy **simulator** to help balance the economy prior to launch.

More focus on **engagement and monetization metrics** during launch and the Live Service such as DAU, MAU, Session Days, ARPU, ARPDau, LTV.

More focus on **KPI and financial forecasting** using advanced modelling.

Check out my [LinkedIn](#) for my complete employment history.

## Education



2006 – 2008

### BACHELOR OF ECONOMICS

#### University of Sydney, Sydney, Australia

With majors in Economics and Finance, and a minor in marketing, this degree set be up with great financial and business knowledge which has helped me immensely as a business analyst.

Learning business acumen and financial understanding has given me tools to assess things from a bird's eye view and look at the big picture. The focus on accounting, finance and statistics has given me a solid foundation in mathematics and modelling.

Game Theory and Behaviour Economics were also very important in learning the psychology of how people behave – both rationally and irrationally.