

**Andrew T. Van Gilder**  
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**Profile:** Aspiring Data Scientist with Analytics Master's (in progress), Applied Mathematics B.S., Chinese Language B.A. (Digital Art and Computer Science minors) with exceptional mentorship experience

<b>EDUCATION</b>	<b>Northeastern University</b> <i>Master's of Professional Studies</i> Master's: Analytics	January 2018 - 2019 (expected) Boston, Massachusetts
	<b>University of Washington on Coursera</b> <i>Machine Learning Specialization</i>	December 2017 - March 2018
	<b>University of Wisconsin-Madison</b> <i>Bachelor of Science, Bachelor of Arts</i> <b>Majors:</b> Applied Mathematics and Chinese Language <b>Certificates:</b> 4D/Multimedia Art and Computer Science GPA: 3.23	September 2013 - May 2017 Madison, Wisconsin
	<b>Nankai University</b> <i>Intensive Chinese Language Program</i> GPA: 4.0	May 2016 - August 2016 Tianjin, China
<b>TECHNICAL SKILLS</b>	<b>Programming Skills:</b>  <b>SQL, Microsoft Access, Tableau:</b> -Construct live dashboards interfaced with mySQL data warehouse in Tableau for Health Company -Create operational web application for meal database manipulation and entry <b>Python:</b> -Hand-code quintessential machine learning algorithms: ridge regression, LASSO, ensemble decision tree classifier -Perform web scrape to build database of thousands of archived newspapers -Calculate tf-idf dictionary for transcripts of popular T.V. series to analyze and predict characters' vocabulary -Big data project experience using Python scientific stack (pandas, numpy, sklearn, matplotlib, etc.) <b>Excel:</b> Write advanced functions including vlookup, sumif, etc.; works with large data sets <b>Java:</b> -Construct decision trees for classification of image data and for AI chess player -Use feed-forward neural network for regression to predict Facebook post reach -Build naïve bayes classifier to predict genre of Shakespeare's plays <b>HTML5, CSS:</b> Knowledgeable with some limited web application and webpage design including for my personal webpage, hosted on github: <a href="https://andrewvg23.github.io/">https://andrewvg23.github.io/</a> github with selected project work: <a href="https://github.com/AndrewVG23">https://github.com/AndrewVG23</a>	
<b>WORK EXPERIENCE</b>	<b>University of Wisconsin Student-Athlete Tutor</b>	September 2016 - June 2017
	-Tutored and mentored student-athletes in Multivariate Calculus, Linear Algebra, Physics with many great outcomes -Served as a short-notice academic resource for student-athletes with demanding schedules	
	<b>University of Wisconsin Summer Program Mentor</b>	June 2017 - October 2017
	-Led large groups of international students (30+) through program content. -Program content, developed by supervisor and me, included academic, social, field research events.	
	<b>Private Tutor</b>	September 2009 - Present
	-Provides personalized lesson plans for students (Grade 5-College Senior) in topics in advanced Math. -Coached and participated on several state-competition-winning Math, Physics, and Science teams. -Has tutored dozens of students individually and coached hundreds of students in teams.	
<b>OTHER RELEVANT SKILLS</b>	<b>Multimedia Skills:</b> <b>Adobe Photoshop:</b> Logo and pamphlet design. Portrait touch up and surreal artwork. <b>Rhinoceros 3D:</b> Three dimensional designs based on schematics. Design detailed mechanical items. <b>Autodesk Maya:</b> Model, shade, rig and animate character with full walk-cycle in 1.5 minute high-definition video rendered in V-ray. ( <a href="https://www.youtube.com/watch?v=oeB0tWCiMRY">https://www.youtube.com/watch?v=oeB0tWCiMRY</a> ) -Script with Python/MEL to generate geometry for scenes -Advanced V-ray shading techniques <b>Mandarin Chinese:</b> Intermediate (HSK 4) Reading, writing, speaking	