Andrew T. Van Gilder

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Profile: Andrew is an aspiring Data Scientist with Analytics Master's (in progress, par-time student), Applied Mathematics B.S., Chinese Language B.A. (Digital Art and Computer Science minors) with exceptional leadership experience, and years of data work experience.

EDUCATION		
	Northeastern University *Master's Degree, Analytics*	January 2018-2020 (expected)
	University of Washington on Coursera *Machine Learning Specialization*	November 2017-March 2018
	University of Wisconsin-Madison *Bachelor of Science, Bachelor of Arts'* **Majors: Applied Mathematics, Chinese Language** **Minors: 3D Digital Art, Computer Science**	*Class of 2017*
	Nankai University (南开大学) *Intensive Chinese Language Program*	2016

WORK EXPERIENCE		
	Mapillary **Data Operations** I managed data operations in large metropolitan areas across the U.S for Swedish computer vision startup, Mapillary. This demanded excellent management and technical skill as I managed up to a dozen data collection specialists per city. Skills used: Python (pandas, numpy, scikitlearn, seaborn, tensorflow) for automation and data analysis. G Suite (Google Docs, Sheets, Forms, Drive, etc.) for sharable business documentation., Data visualization, Data extraction, transforming, loading, cleaning, etc. *More information available upon request (I am still under NDA)	May 2018-September 2018
	University of Wisconsin **Student-Athlete Math Tutor, International Student Mentor** I tutored and mentored dozens of student-athletes in advanced math courses such as Multivariate Calculus, Linear Algebra, Business Calculus, Discrete Math, College Physics and Chemistry with many great outcomes/feedback	August 2016-June 2017

MAIN TECHNICAL SKILLS		
	Python for data science (and general scripting tasks); **Excel/ Google Sheets** for data analysis and business operations; **SQL, Microsoft Access, Tableau** for designing, creating, updating, and visualizing data from databases; **HTML, CSS, Flask** for light web application development	

OTHER RELEVANT SKILLS		
	Mandarin Chinese (HSK 3/Limited working), **Adobe Photoshop** for logo and pamphlet design, portait touch-up, and surreal artwork; **Rhinoceros 3D** for 3D modeling and rendering; **Autodesk Maya** for 3D modeling and rendering of organic subjects, and for animation. Detailed, script-based approach for shading and shape generation.	