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 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.	