Andrew Dworschak

Stanford student leveraging experience in
data science, engineering, and leadership
to drive and commercialize innovation.

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EDUCATION

Stanford University – M.S. Management Science & Engineering   *Sept 2019 – June 2021*

Focused on the intersection of Technology Engineering Management and Artificial Intelligence.

- Grade Point Average: 4.17 over 10 courses taken.
- Course Developer for an introductory AI course, Teaching Assistant for five entrepreneurship-focused courses.
- Member of the 2020 Threshold Ventures Fellowship, returning in 2021 as a leader of the program.
- Awarded the Centennial Teaching Assistant Award.

University of British Columbia – B.S. Engineering Physics, Minor in Entrepreneurship   *Sept 2014 – May 2019*

Focused on building complex engineering systems from the first principles of physics and math.

- Grade Point Average: 92.6% or 4.20 over 58 courses taken.
- Awarded 13 scholarships for academic excellence and 2 podium finishes in national engineering competitions.

TECHNOLOGY LEADERSHIP

Quantitative Research Intern – Rocketship VC   *June 2020 – Aug 2020*

Designed, developed, and deployed data processing tools helping to identify promising start-up investments including:

- An interface to label data for a new industry classification taxonomy used to identify comparable start-up companies.
- A standardized pipeline used to synthesize data from different providers into a common, structured format.
- An attention filtering algorithm used to prioritize company outreach.

Data Consultant – Centre for Operations Excellence   *May 2018 – Jan 2019*

Developed machine learning solutions as a consultant for five business intelligence problems including:

- Designing custom filtering algorithms to monetize geospatial wi-fi data.
- Performing early filtering of insurance claim forms using Word2Vec and Latent Dirichlet Allocation.
- Optimizing truck reallocation procedures by simulating a mining site as a Markov Decision Process.

Product Management Intern – Logic & Form   *Aug 2017 – Dec 2017*

Gathered and incorporated diverse stakeholder feedback into the system architecture of an interactive digital museum.

- Rapidly iterated on software systems and technology demonstrations using the Scrum framework.
- Produced complete product specifications for a replicable digital museum in 5 months.

ENTREPRENEURIAL EXPERIENCE

Automated Workout Analysis System – Entrain   *July 2017 – Sept 2019*

Led a team to create a zero-touch solution to seamlessly analyze a gym user's exercises, weights, repetitions, and technique using depth-sensing cameras. The system automatically generated a detailed fitness profile for the user.

- Used Python and TensorFlow for machine-vision. Used AWS, Swift and Flask to manage fitness profiles.
- Completed live product trials of our technology in a university fitness center.
- Awarded 4 prizes in distinct entrepreneurship competitions totalling $13,100.

Physics-Based iOS Application – SQNCE   *Dec 2015 – Dec 2016*

Built and launched the physics-based game SQNCE into the iOS App Store, generating revenue with an ad-server.

SKILLS

Technical: Data analytics, Mobile and web development, Mathematical reasoning, Python, TensorFlow, C++.
Leadership: Managing without authority, Agile methodology, Technical writing, Innovation, Business evaluation.