Andrew Dworschak

Stanford student leveraging experience in
computer programming, engineering, and leadership
to advance the frontier of innovation.

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EDUCATION

Stanford University – M.S. Management Science & Engineering *Sept 2019 – Mar 2021*
- Focused on the intersection of Technology Engineering Management and Artificial Intelligence.
- Teaching assistant for three innovation-focused courses in the Stanford Technology Ventures Program (STVP).

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 distinct scholarships for academic and research excellence.

TECHNOLOGY LEADERSHIP

Data Analyst – Centre for Operations Excellence at the Sauder School of Business, UBC *May 2018 – Jan 2019*
- Applied machine learning algorithms to solve data-driven problems and recommend business decisions to our clients.
- Identified operational inefficiencies due to customer behavior by applying filtering techniques to geospatial wi-fi data.
- Performed early filtering of insurance claim forms using Word2Vec and Latent Dirichlet Allocation.

System Architecture Intern – Logic & Form at the IRSHDC, UBC *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 technical specifications for a replicable digital museum over 5 months.

Product Development Intern – Arbutus Medical *Jan 2016 – Apr 2016*
- Led research and development for the Drill Cover System using the Agile methodology.
- Designed mechanical components for low-cost surgical tools in developing countries.

ENTREPRENEURIAL EXPERIENCE

Entrain – Automated Workout Analysis *July 2017 - Present*
- Led a team to create an end-to-end solution to seamlessly analyze a gym user's exercises, weights, repetitions and technique using depth-sensing cameras. This system automatically generates a detailed fitness profile for the user.
- Used Python and TensorFlow for machine-vision. Used AWS, Swift and Flask to manage fitness profiles.
- Awarded four prizes in distinct entrepreneurial competitions totalling $13,100.
- Completed live user trials with our proprietary technology in the university fitness center.

Physics-Based iOS Applications *Dec 2015 – Dec 2016*
- Launched the physics-based game SQNCE into the iOS App Store, generating revenue with an ad-server.
- Self-taught the Swift programming language and Model View Controller framework for application development.

Painting Franchise Owner *Oct 2014 – Aug 2015*
- Managed hiring, training, marketing, sales, production, and accounting.
- Generated $50,000 in revenue and $15,000 in net profit over a 3-month period.

SKILLS

Technical: Data analytics, Mobile development, Mathematical reasoning, Python, TensorFlow, C++.
Leadership: Professional communication, Agile methodology, Technical writing, Innovation, Strategic thinking.