

Zixiao Wang

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SUMMARY

Software engineering and data science student. Solid knowledge of using machine learning and statistical methods to fit market data and sensor data. Enjoy discovering patterns behind data and sharing the results of data analysis. Ready to apply knowledge to help the company do data cleaning, data organizing, business decision making.

SKILLS

Programming Skills: Python, Java, SQL, R, HTML, CSS, JavaScript
Analysis Tools: Pandas, NumPy, Matplotlib, Scikit-learn, H2O
Database: MySQL
Software Tools: Microsoft Excel, Jupyter notebook, VSCode, Git, Markdown

EDUCATION

Master of Science in Information System, Northeastern University, Boston Expected Spring 2022
Relevant Courses: Application Engineering and Development, Data Science Engineering Methods and Tools, Data Management and Database Design

Bachelor of science in software engineering Wuhan University of Technology, Wuhan, Hubei May 2019
Honors: College Scholarship (2016), College Miyoshi Students (2016,2018)

ACADEMIC PROJECTS

Northeastern University, Boston, MA

NEU Skunkworks EM Lyon Workshop - *Teaching Assistant* Nov 2019 – Dec 2019
(Github: https://github.com/nikbearbrown/NEU_Skunkworks_EM_Lyon)

- Built the teaching notebook and helped the professor to teach Students from EM Lyon to use the Jupyter notebook with models
- Predicted Ad Lift with ANN and Ensemble of Machine Learning Algorithms
- Taught more than 40 students to do feature selection, data pre-processing, ANN prediction model and ensemble ML model by using Python library Scikit-learn and H2O.

Beijing PM2.5 Prediction – *Data Science Methods and Tools Project.* Sep 2019

- Used maximum likelihood estimation to determine parameters of PM2.5 data distribution.
- Built a random forest regression to predict future values of Beijing PM2.5 based on 7 sensors' data.
- Selected as an excellent course project among 80 students.

Wuhan University of Technology, Wuhan, Hubei Prov

May 2018

“STACK” Game Development Project

- Controlled the whole project development cycle.
 - Created a 3D object cutting algorithm that does not exist in the Unity3D engine.
 - Developed “STACK” video game and deployed it in the Android phone
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SOCIAL EXPERIENCE

Microfinger Support Education Team, Wuhan, Hubei Prov

2017 Team Leadership

- Participated in 2016 Summer Guangxi Prov support education
- Held 2017 “XiaoZhuang” Charity Tour for Wuhan University of Technology
- Organized 2017 “One Cent” charity fundraising.

College Student Union, Wuhan University of Technology

2017 Minister of Arts

- Participated in the “Golden Fall” dance competition and won university second price.
- Formed a college acoustic band