

YUXI CHEN

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Summary

Enthusiastic Honors Computing Science student. Passionate about Machine learning/Data analysis. Eager to learn and explore new fields. Willing to adapt to different environments.

Education

University of Alberta

Canada

BSc (Hons) Computing Science, Undergraduate

Sept. 2019 – Apr. 2023

- **GPA:** 3.7/4.0
- Awarded Chan Pang-Kuen Memorial Scholarship
 - * Financial support for four years of college tuition and partial living expenses

Taishan No.1 High School

China

High School

Sept. 2014 – June. 2018

- Graduated in Top 5 % of class - Rank 47/1014
 - Multiple awards in physics and computer science competitions
 - Won the 2nd prize in the science and technology innovation competition
 - Participated in the Euclid Mathematics Contest and won the top 20% worldwide
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Skills

- Machine Learning
 - Artificial Intelligence/Computer Vision
 - Programming Languages: C++, Python, Java
 - Databases: SQL, MongoDB, Firebase
 - Cloud Services: AWS, Jupyter/GCP, Azure
 - Tools: VS Code, MATLAB, Git
 - Other: Linux, Arduino
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Projects

Analytical Study of CAPTCHA Recognition Model | Python

Feb. 2021 – present

- Design and build a CAPTCHA recognition model by Pytorch
- Current accuracy rate can reach more than 80%
- Implement and analyze existing models according to relevant papers, including but not limited to CNN model, RNN model, CNN+LSTM model, target detection model
- For the above models, try to analyze and answer the following questions:
 - * What are the differences between the different models?
 - * Do the differences between them affect the results? How does it affect the results?
 - * What are the shortcomings of these models?
- Try to streamline and improve my own model, with a target accuracy of 95% or more

iBook | Java

Sept. – Dec. 2020

- A book lending app for Android that allows users to borrow or return books
- Act as a team leader in a six-member team, arrange to assist team members to ensure the project progress
- Based on Java and Firebase to implement the instant notification function, users can receive the notification in the first time
- Learned and used Google Map API to achieve the need of locating the books
- Learned and improved the interactive interface of the application and used the zxing library to automatically enter the ISBN code of books, simplifying user operations and improving user satisfaction.

ArduinoSudoku | C/C++

Mar. – Apr. 2020

- ArduinoSudoku is a Sudoku game on Arduino, with its own puzzle solver and generator
- Use C++ to implement depth-first search algorithm for Sudoku generation and solving
- Designed and implemented an easy-to-use and beautiful interactive interface
- Won the first prize in the course design competition

iHospital | Java

June – July 2019

- iHospital is a HIS system with basic add, delete, and check functions
- Implemented the graphical interactive interface of the application using JavaFX
- Apply knowledge of data structures to refactor the application and improve the efficiency of data storage and access

Experience**Assistant Software Engineer**

June – Sept. 2020

*Nanji Technology Inc.**Guangdong, China*

- Participate in writing user documentation, increasing user satisfaction by 30%
- Responsible for the functional testing of the application, analyzing problems of the application.
- Participated in large team projects to improve my teamwork awareness and ability
- Learned and used team collaboration platform to improve team communication efficiency

Volunteer

Oct. 2019

*Food Bank**Edmonton, Canada*

- Pick and box food, filter and eliminate expired food
- Worked with other volunteers to carry and distribute food to people in need, helping over 100 people

Rewards and Certificates**ACPC 2019**

November 23, 2019

*Alberta Collegiate Programming Contest 2019**Edmonton, Canada*

- Won the 6th prize in the contest
- Enjoy brainstorming time and exciting competition

Coursera Course Certificate

Sept. 2020 – present

MOOC

- Neural Networks and Deep Learning
- Introduction to Programming with MATLAB
- Algorithms (In processing)
- Machine Learning (In processing)