

# CHENXI GAO

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## PROFILE

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Highly motivated Programmer/Analyst with 1.5 years of experience in data manipulation and programming, web development in Python (& Flask), Ruby on Rails, and Oracle database. Skilled and experienced in object-oriented programming, developing and debugging code, holding a master's degree in Computer Science.

## EDUCATION

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**Brandeis University**  
*M.S. Computer Science*  
Beloit College  
*B.A. Psychology*

*Aug 2015 - May 2017*  
**Honors: Recipient of Merit-based Scholarship**  
*Aug 2009 - May 2013*  
*Honors: Dean's List*

## SKILLS

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<b>Programming Languages</b>	Python, Flask, Java, Ruby on Rails, SQL, MATLAB, HTML5, LaTeX
<b>Software &amp; Tools</b>	Oracle, Git, Jupyter, Visual Studio, Eclipse, Netbeans, Atom, SPSS
<b>Operating Systems</b>	Linux (Ubuntu), Mac OS, Windows

## RELEVANT COURSES

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Data Structures and Algorithms, Mobile Application Development, Advanced Programming Techniques, Discrete Mathematics, Topics in Computational Cognitive Science, 3D Animation, Programming in Java and C, Introduction to MATLAB, Programming with C++, Introduction to Artificial Intelligence

## WORK EXPERIENCE

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**IS Programmer/Analyst - Brigham and Women's Hospital** *Oct 2017 – present*

- Wrote queries to retrieve, import, and export sleep data from Oracle database, and maintained the web interface of the database using Ruby on Rails
- Developed a web application for sleep data analysis, calculating wake duration and number of sleep episodes including REM and non-REM sleep latency, duration of final wake, and wake-sleep period, with Python, Flask, HTML5, CSS, and Google Cloud Platform
- Automated bulk categorization and merging of data files from dbf, xls, csv formats using Linux bash, Python and Ruby
- Documented release notes and maintained code under Git version control

## PROJECTS

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### **SpeechNinja Pokémon – A 3D Therapeutic Game**

- Built a 3D Game for speech therapy research with Blender and Python to use game logic module (BGE)
- Created a Ninja Avatar and controlled it to collect Pokémon balls and shoot at Pokémon
- Used Unix terminal commands to start game engine and receive feedback in the back-end
- Implemented functionality to record voices and analyze voice signals according to nasality

### **Image Based Food Recognition in MATLAB (Coursework Project)**

- Developed a MATLAB application with GUI that was able to recognize and categorize fruits from photos provided by users and return the caloric values
- Created a fruit image database, using Gabor filters and log Gabor filters for segmentation, as well as Bag of features, K-means clustering, and SVM for feature extraction and classifier training
- Trained the model using MATLAB Statistics and Machine Learning & Image Processing Toolboxes