Chen (Eric) Xue

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EDUCATION & HONORS

Emory University Atlanta, GA
Bachelor of Science: Quantitative Science with Psychology (Data Science), Computer Science Expected Graduation: Dec. 2023
Cumulative GPA: 4.0/4.0; Dean's List all semesters; 2022 Quantitative Theory and Method Award recipient
Relevant Coursework: Probability and Statistics, Statistical Computing, Data Structure and Algorithms
Technical Skills: Advanced in Java and R; Intermediate in Python and SQL

WORK EXPERIENCE

Cloud Data Tech. Zhengzhou, China
Tech Consultant Jun. 2021 – Aug. 2021

- Be familiar with BIM Technology taught in the Academy department and investigated the commonality of the students; advised on ways to improve the current teaching method and created a plan to advertise to the targeted student population
- Delivered a business development plan by presenting the idea of Smart City Documentary at the general meeting
- Led the Smart City documentary project in the business development department; emphasized on the usage and effect of BIM by showing its role during the construction of city landmarks, which are company's past project
- Participated in the A.I. showroom project of a partner company, OAK Tech; planned how to create A.I. recognition and A.I. natural language processing experience zone in the showroom

Oxford College of Emory Writing Center Oxford, GA
Writing Fellow Aug. 2021 – Dec. 2021

- Facilitated communication between multi-lingual students and the professor in a college writing course; collected opinions from students and reported their common issues to the professor for him to address during class time
- Worked with students to improve their essay in terms of argument structure, sentence coherence, and diction
- Applied instructional, cognitive, and motivational scaffolding techniques at appropriate times during tutoring sessions

PROJECTS & HONHORS

2022 ASA DataFest@Emory: *Elm City Stories (Educational Video Game)*
Data Analysis Competition, Best Insight Award Mar. 2022

- Processed data wrangling on 1.5G game log dataset and conducted data analysis to evaluate the game's ability to predict real-world drug usage among the game users in Python and R (*stringr*, *lubridate*, *tidyverse*)
- Incorporated aggregation operations and developed a correlation analysis between mini-game performance and drug resistance index; found patterns in changes of correlation coefficients throughout weeks
- Proposed the Dunning-Kruger effect as a possible explanation for the observed patterns and used external dataset to improve the credibility of the proposed explanation; Represented the team to present to judges about project data-driven insights

2021 ASA Fall Data Challenge: *Fighting Food Insecurity*
Data Analysis Competition, Best Undergrad Overall (*among 76 teams*) Oct. 2021 – Nov. 2021

- Preprocessed the 73,000 pieces of food insecurity records by merging the town-level data into county-level and removing null values by mean imputation in R (tidyverse)
- Employed multiple linear regressions to analyze the causes and impacts of food insecurity and extracted potential solutions to US food insecurity
- Combined with an external dataset to better measure food insecurity from both food mirage and food desert aspects, creating a more holistic food insecurity index for further regression analysis
- Built visualizations such as map, heatmap, scatter plot, and bar plot via Python and R based on visual encoding methods to effectively convey insights
- Organized a comprehensive technical report to summarize all analytic results and corresponding explanations

SKILLS & INTERESTS

Language Fluency: Fluent in Chinese and English
Interests: Peking Opera, Photography, DIY Computer, Biking, Badminton, Tennis, Volunteering