

PERSONAL INFORMATION

Ruixin Tang

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Gender Female | Date of birth 25 February 1998 | Nationality Chinese

EDUCATION

September 2020 – Present **Master of Data Science in Engineering**

Technology University of Eindhoven, Eindhoven, The Netherlands

September 2017 – July 2020 **Bachelor of Computer Science**

Vrije Universiteit Amsterdam, Amsterdam, The Netherlands

GPA : 8.3/10(overall) Bachelor Project: A Comparison of Path-tracing Based Sampling Strategies for Global Illumination Methods Result : 8.5

September 2016 – July 2017 **Bachelor of Computer Science and Technology**

Nanjing University of Chinese Medicine, Nanjing , China

Obtain a scholarship of 2000 yuan for 'Jingwen Zhu Scholarship'

GPA : 3.86/5(First semester) 4/5(Second semester)

VOLUNTARY ACTIVITIES

September 2019 - November 2019 **Student assistant**

Student assistant for the course Advance Programming for Computer Science (2nd year course) in Vrije Universiteit Amsterdam. Assisting the professor with the practical session, question answering and assignment grading.

2018 - 2019 / 2019 - 2020 **International Student Ambassador**

International student ambassador in Vrije Universiteit Amsterdam. Helping with the international admission of students outside the Netherlands. Helping with the events to the potential students and study groups(Department of studying abroad) from other countries.

LANGUAGE SKILLS

Chinese(Native), English(B2-C1)

PROJECT IN UNIVERSITY STUDY

Visualization Create a visualization tool for the given dataset from Korean National Health Department using Tableau. Build a interactive tool and show animation of figures rather than statistics to show users a vivid general overview of the spreading of Covid-19 in Korean in 2020.

Visual computing project Create a visualization tool for the possible spreading of Covid-19 for indoor places(e.g. supermarkets). A small light-weight web application using JavaScript to simulate the possible infection inside a supermarket(Group(3) project)

Data-enabled design Start from sketch(topic: mood), build the prototype, analyze the collected data using python and Tableau and generate personas and potential relationships between the snack eating behaviour and the stress level.(Group(3) project, on-going)