Oliver Gao

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Education

University of Michigan

Ann Arbor, MI

B.S.E. in Data Science

May 2024

GPA: 4.0/4.0, William J. Branstrom Freshman Prize

Coursework: Programming and Intro Data Structures, Discrete Math, Intro Statistics

Skills

Web: HTML, CSS, JavaScript, ReactJS **Programming:** C++, Python, Git

Project Experience

Design Gallery Web Application

Apr. 2021-Present

- Designed and developed a responsive web application using **HTML**, **CSS**, and **ReactJS** that generates an image gallery based on data fetched from **MongoDB**
- Implemented a REST API and user authentication using **Express** and **NodeJS**

Michigan Data Science Team

Ann Arbor, MI

Renewable Energy Data Visualization

Jan. 2021-Apr. 2021

- Cleaned data from ourworldindata.org and created interactive visualizations of global renewable energy production using D3.js
- Collaborated with three team members to create an article in Observable analyzing global renewable energy production trends

Earthquake Damage Prediction

Sep. 2020-Dec. 2020

- Created data visualizations, manipulated data, and deployed a random forest model to predict building damage using python libraries: **seaborn**, **pandas**, and **scikit-learn**
- Researched background information on the Nepal earthquake to analyze and explain deviations in building damage based on different features

Student Organizations

Michigan Data Science Team

Ann Arbor, MI

Executive Board-Education Committee

Apr. 2021-Present

- Create introductory data science tutorials for 30+ new members every semester
- Modify tutorials based on input from members and discussion within the committee

HackBlue Remote

Program Mentor

Sep. 2020-Apr. 2021

- Develop lesson plans to teach middle school students computer science principles
- Deliver mini-lectures and guide students through projects at weekly meetings

Work Experience

United States Soccer Federation (USSF)

Lansing, MI

Certified Soccer Referee

Jan. 2016-Present

- Referee over 50 local youth soccer games every year
- Maintain the safety and order of each game by communicating decisions with players and enforcing the laws of the game