

Shuxin Qiao
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Summary

- Recent graduate double major in Statistics & Computer Science
- Enthusiastic programmer in Python and R
- Proactive problem solver, team player, quick learner, strong communication skill
- Solid mathematical base with attention to detail
- Experiences in data mining, mathematical modeling, machine learning, WPF and ML game player development.

Education

Bachelor of Science, Statistics & Computing Science

2018 – Expected May 2022

University of Alberta, Edmonton, AB

Double major in Statistics and Computing Science

- Majors:
 - Statistics (average 3.3)
 - Computing Science (average 3.4)
- Awards
 - September 01, 2018: Awarded an International Student Scholarship
 - September 01, 2020: Awarded an International Student Scholarship

Personal Projects

GitHub link: <https://github.com/shuxinqiao>

Dry Bean Classification

Python project. Using three different machine learning algorithms to predict the dry beans classification. Three machine learning methods: Softmax regression, Support Vector Machine, Neural Network. Softmax and SVM are developed from scratch with numpy while Neural Network is by Keras in TensorFlow. Around 92% prediction accuracy for every method.

Voter Model Simulator

Python project. Using Mathematical Voter Model to simulate rumour spread among a relatively closed environment. Provides statistical graphs helping the get overview of the whole simulation. Easy to modify for possible powerful extensions.

Ppt-controller

C# WPF project. A Windows desktop GUI app controls ppt turn pages and allows web WebSocket remote multiple-users control.

Nogo Game MonteCarlo TreeSearch Player

Python project. A tuned Nogo Game Monte Carlo Tree Search UCT Player that wins the quarter-final in a 200-attendance course.

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Volunteer Experience

Volunteer in Study Buddy Program

2019.Feb 5th – 2019.Apr 17th

Teaching Assistant in course Math 10-C in Victoria School of the Arts, Edmonton.

Volunteer in ASSIST Community Services Centre (Southwest Centre)

2019.Feb 2nd – 2019.Apr 25th

Teaching Assistant in Free level one English class for new immigrants under the program with Government fund.

Skills

Proficient Programming Languages: Python, R

Intermediate Programming Languages: C, SQL, C#, Assembly: MIPS, JavaScript

Software: R studio, SPSS, MS office.

Knowledge: Machine Learning, Statistics, Mathematical Modelling, Data Analysis, Data Mining.