

Yanxi Chen

yanxi.yc@gmail.com

<https://yanxichen.github.io/madebyyanxi/>

A self-motivated and skilled developer pursuing a M.Sc in Computing Science, with a hunger for knowledge, a passion for technology, and a proven strong work ethic.

EDUCATION

Computing Science

University of Alberta

M. Sc (2018 - Present)

Focus includes Machine Learning and AI, Image and Video Processing, Virtual Reality and Telepresence

University of Toronto

B.Comm (2009 - 2013)

Graduated with Distinction

WORK EXPERIENCE

Triovest Realty Advisors

Property Accountant

Apr 2015 - Jun 2018

Received Standing Ovation Award for creating various workflow automation tools using Excel VBA that shortened report preparation time by 30%

Sterling Karamar

Property Management

Property Accountant

Nov 2013 - Apr 2015

Financial reporting for a portfolio of 22 commercial assets totaling 600,000 sqft

HOBBIES

Multi-Instrumentalist,
Composer, Photographer

SKILLS

Languages

Python, Java, JavaScript, MatLab, C (Beginner)

Frameworks & Tools

jQuery, Bootstrap, Git, AngularJS (Beginner)

Soft

Quick Learner, Team Player, Leadership, Time Management

PERSONAL PROJECTS

Connect 4 (Python)

A human vs computer Connect 4 game built with PyGame

- Implements depth-limited minimax algorithm in searching the game tree for best moves

InstaGrow (Python)

An Instagram automation tool that grows followers through automated interactions with other accounts

- Doubled follower count within a month through automated liking posts and following accounts
- Features an elegant and intuitive command line interface that allows for user inputs for task scheduling and other configurations

Text Editor (Java)

A simple and intuitive desktop writing app with spell checker and autocomplete

- Finds shortest word paths and generates Markov chain texts

Interactive Maps (Java)

An series of interactive visualization of data sets

- Includes recent earthquakes displayed against magnitudes and affected cities, as well as GDP growth by country against air quality indices of major cities
- Built with Processing and the Unfolding Maps library for Java

Simon Game (HTML5, CSS, JavaScript)

A web based simulation of the popular Simon Game