CICI XIAO

SELF-ASSURANCE | RESPONSIBILITY | POSITIVITY | LEARNER | EMPATHY

CONTACT

PHONE 971-271-2178 EMAIL chxiao@calpoly.edu LINKEDIN: http://linkedin.com/in/

SKILLS

- Arc GIS
- Bilingual
- OpenLCA
- ERDAS
- AutoCAD
- Python
- Java
- Minitab
- Photoshop

PROFILE

- Cross-discipline skills in GIS, LCA, engineering and science
- Excellent analytical skills
- Association of Environmental Professionals — Member & Scholarship recipient
- Leaders of three campus clubs
 - ► Environmental Professionals Club President (2018-)
 - → Chess Club President (2017-2018)
 - ▶International Club Vice President (2017-2018)

EXPERIENCE

Data & GIS Peer Assistant at Kennedy Library

October 2018 - Current

- Aiding campus users with geospatial analysis, mapping, data visualization
- Assisting with workshops and outreach events
- Developing GIS projects across different disciplines using ArcMap, Python, Tableau, AutoCAD, ERDAS, Google Earth

GIS Online Volunteer at United Nation

October 2018 - Current

• Editing OpenStreetMap for mapping rural Tanzania

Volunteer at SLO Botanical Garden

August, 2018 - Current

- Led a summer camp of 20 children as a camp counselor
- Assisted with seasonal plant sales, and plant labels

Research Assistant at Soil Ecology Lab — Cal Poly October 2017- April 2018

- Conducted soil health analysis and nematodes extraction for professors and graduates
- Prepared lab reports
- Research team awarded a \$200,000 state grant

Life Cycle Analysis Project / Lab Assignment

February-March, 2018

- Calculated and quantified environmental impacts in water bottles using stainless steel and polyethylene through OpenLCA (a software with plentiful databases)
- First author in the analysis report and scored 97% as a top report in the class

Volunteer at 2018 AEP State Conference

March 25-28, 2018

• Student ambassador for the State Conference held by Association of Environmental Professionals (AEP)

Research Assistant at Quantitative Sustainability Lab

January - March 2017

- Assisted faculty with all aspects of desk based including: literature review, and related reported using best practices in a focused and accurate manner
- Research Focus: Life Cycle Analysis (LCA)

TEDxCalPoly

October 2016

• Provided logistical support for this successful inaugural event

RELEVANT COURSEWORK

GIS: Applications in GIS; Aerial Photogrammetry and Remote Sensing; Applied GIS Computer Science: Python; Data Structure; Project-Based Object-Oriented Programming; Systems Programming

Earth Science: Geology; Soil Science; Botany; Dendrology; Viticulture; Hydrology **Civil Engineering**: CAD in Civil Engineering; Engineering Survey

City Planning: Principles of Env Design; Urban Planning; Environmental Impact Anyl & Mgmt; Conflict Mgmt; Energy for Sustainable Society

EDUCATION

California Polytechnic State University—San Luis Obispo, California

Anticipated Graduation Date: Spring 2020

Bachelor of Science - Environmental Management and Protection

Minor - Computer Science & GIS Cumulative Major GPA: 3.75

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CONTACT

RELEVANT SKILLS

PHONE 971-271-2178

EMAIL chxiao@calpoly.edu

LinkedIn:

http://linkedin.com/in/chenxi-cici-xiao

GitHub:

https://github.com/ ChenxiXiao **GIS Related Skills**

- a. ArcGIS Desktop and Pro:
 - i. Designed a bridge using AutoCAD and integrated with 3D topographic lines using ArcMap Scene
 - ii. Assisted students with data acquisition and join-relate tables
 - iii. Familiar with the workflow for sharing group work on ArcGIS online
 - iv. Published feature layers to Esri (User name: chxiao CalPoly)
 - v. Used toolbox to achieve map automation for census tract data in different timelines
- b. OpenStreetMap
 - i. Map digitizing
- c. Engineering Survey
 - i. Familiar with the procedures and computations for differential leveling, profiles, earthwork volumes, traversing, triangulation and topographic survey
- d. Trimble R8s GNSS System, total station, theodolite, laser distance meter for engineering survey

Programming:

- a. Python
 - i. Good knowledge of recursion, backtracking, A* search and sort algorithm, different data structures
 - ii. Used A* search and path encoding to develop an interactive game— tile driver
 - iii. Used two-dimensional binary search tree to locate all the airports in the world with the nearest city
 - iv. Applied regular expression to sieve information from files
- b. HTML
 - i. Developed a map with graphics and text using Visual Studio
- c. Java
 - i. Optimizing the design and construction of a mining game
 - ii. Good knowledge of class design, interfaces, inheritance, generics, exceptions, streams, and testing

Aerial Photogrammetry and Remote Sensing:

- a. Interpretation of aerial photographs
- b. VisualSFM: Created 3D object using structure from motion (SFM)
- c. ERDAS Imagine & GoogleEarth:
 - i. Precisely georeferenced images using rubber sheeting
 - ii. Generated digital terrain model (DTM) from LIDAR
 - iii. Created orthophoto from Aerial Images
 - iv. Performed crop production analysis using LANDSAT data, GIS data and NAIP image.