Chuang Zhao

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https://github.com/Data-Designer

EDUCATION

Tianjin University（postgraduate recommendation） Sep 2020 - Jan 2023
Management Science and Engineering Master Tianjin
GPA: 4.15 (2/116)

Dalian Maritime University Sep 2016 - Jun 2020
Information management and information system Bachelor Dalian
GPA: 4.11 (4/100)

PUBLICATIONS

***Chuang Zhao, Hongke Zhao*, Yong Ge, Runze Wu*, Xudong Shen*, Winning Tracker: A New Model for Real-time Winning Prediction in MOBA Games, In ACM Web Conference 2022 (WWW' 22), 2022, 3387-3395.**
The proposed WT framework captures battlefield confrontation from the perspective of offense and defense, and combines spatiotemporal data to mine player trajectory representation, and finally make real-time win rate prediction.

***Chuang Zhao, Hongke Zhao*, Runze Wu*, Qilin Deng, Yu Ding, Jianrong Tao, Changjie Fan*, Multi Dimensional Prediction of Guild Health in Online Games:A Stability-Aware Multi-task Learning Approach, In Proceedings of 36th AAAI Conference on Artificial Intelligence (AAAI' 22) .**
The proposed SAMLA framework captures guild-related portrait data, temporal characterization and heterogeneous graph relationships by designing different media-specific modules, and finally can characterize and predict guild health in a multi-dimensional and quantitative manner.

***Lei Zhang, Xiang Wang, Chuang Zhao, Hongke Zhao*, Rui Li, Runze Wu*, Co-Promotion Predictions of Financing Market and Sales Market: A Cooperative-Competitive Attention Approach, In Proceedings of 36th AAAI Conference on Artificial Intelligence (AAAI' 22).**
The proposed CANT framework is dedicated to knowledge transfer between the sales market and the crowdfunding market, specifically by developing two operators of cooperation and competition to jointly improve the prediction effect of the dual market.

***Hongke Zhao, Xinpeng Wu, Chuang Zhao, Lei Zhang, Haiping Ma, Fan Cheng*, CoEA: A Cooperative-Competitive Evolutionary Algorithm for Bidirectional Recommendations, In IEEE Transactions on Evolutionary Computation (IEEE TEVC), 2021, 26(1), 28-42.**
The proposed COEA algorithm is used to optimize the recommendation result from two perspectives of consumers and merchants. It designs cooperative-competitive evolution operators, which guides the solutions to equilibrium by respectively bridging communication between two populations of sub-problems and optimizing distinctive objective in each population.

***Xin Wei, Wei He, Chuang Zhao, Xi Zhang, Hongke Zhao*, A Machine Learning Method for Measuring Information Disclosure in Sharing Economy Platforms, In the Forty-First International Conference on Information Systems (ICIS' 20), India 2020.**
This paper argues that information disclosure should be examined from both depth and breadth perspectives. Combining classical semantic analysis models and empirical analysis methods, the effectiveness of the proposed concept on the Airbnb review dataset is confirmed.

***Chuang Zhao, Kun Lang*,* Fresh Food Logistics Risk Assessment Based on Bayesian Network, In Journal of Systems Science and Mathematical Sciences, 2020, 40(11), 2108.**
The article carries out risk assessment of fresh food logistics distribution from four aspects: information technology, facilities and equipment, personnel operation and external environment. The risk assessment model is constructed by using fuzzy set theory and Bayesian network, and the quantitative risk assessment results are obtained by GeNIe software simulation.

***Hongke Zhao, Chuang Zhao, Xi Zhang, Nanlin Liu, Hengshu Zhu, Qi Liu, Hui Xiong*,* Ensemble Learning with Gradient Resampling for Imbalanced Classification, In INFORMS journal on Computing (JOC), Third Round, Under Review.**
***Hongke Zhao, Chuang Zhao, Yong Ge*,Runze Wu*, Demand or Preference? Next-item Recommendations in Virtual Games via Discriminatively Exploiting Player Motivations, Working Paper.**

PROFESSIONAL EXPERIENCE

NetEase Games Dec 2020 - Jan 2022
Artificial Intelligence Intern Fuxi AI Lab Hangzhou

- *Most Valuable Player Rating*

Use reinforcement learning methods to evaluate players' contributions to the matchmaking process.

- *Guild Merge - Selection and Effect Prediction*

Use nonparametric methods to select guilds to merge and predict the effect of that merge.

- *Multi-dimensional Guild Health Representation and Prediction*

Define guild health, and extract high-level guild representations for health prediction.

- *Real-time Competitive State Characterization and Win Rate Prediction*

Build models to represent real-time competitive states and make real-time win rate predictions.

HONORS & AWARDS

National Encouragement Scholarship, The First Prize Scholarship, Pacemaker to Merit Student

Mathematical Contest in Modeling (Honorable Mention)

National Graduate Student Mathematical Modeling (Third Prize)

National College Student "Innovation, Originality and Entrepreneurship" Challenge (First Prize)

National Social Practice Activities (First Prize)

SKILLS, CERTIFICATIONS & OTHERS

- **Skills:** Python, JAVA, C, Matlab, SQL, Hive, Spark, Linux, Docker, Pytorch, Tensorflow, PS, Latex, SPSS, Office
- **Languages:** CET-6
- **Interests:** Transfer Learning; Recomendation System; Data Mining