Shangyang Min

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EDUCATION

Michigan State University **08/2019 – 05/2023**

Bachelor of Science in Computer Science Engineering

- Graduated with High Honor
- Minor in Game Design and Development Program

Brown University **09/2023 – Current**

Master of science (Sc.M.)

- Pathway in Artificial Intelligence/Machine Learning

SKILLS

Programming Language: C, C++, C#, Java, Python

Engine: Unity, Unreal Engine

Research Areas: Deep Learning, Biomedical Engineering.

EXPERIENCE

Lee Lab **09/2024 - Present**

Graduate Researcher

- Conducting research on Brain-Computer Interface (BCI) project integrated with VR gaming.
- Developing and integrating deep learning models with Unreal Engine for real-time BCI data processing and VR interaction

Human Augmentation and Artificial Intelligence Laboratory (HAAIL) **05/2022 - 08/2023**

Undergraduate Researcher

- Research on Feature Imitating Networks in biomedical image processing.

Henry Ford Health System **09/2022 - 08/2023**

Undergraduate Researcher

- Research program funded between Henry Ford Health System and MSU
- Conducted machine learning research on radiomics

Game Development Studio **09/2021 - 05/2023**

Programming Developer

- Developed indie games, focusing on technical side of games.
- Mentored by professionals from Iron Galaxy Studio. which helped refine coding practices.

Projects

I have a list of my research and development projects on my project webpage.

Publication

Min, S., Ebadian, H. B., Alhanai, T., & Ghassemi, M. M. (2024). *Feature Imitating Networks Enhance the Performance, Reliability, and Speed of Deep Learning on Biomedical Image Processing Tasks*. In **Proceedings of the 46th Annual International Conference of the IEEE Engineering in Medicine and Biology Society**.