Haoran Hu

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Education

Nanfang College of Sun Yat-sen University Guangzhou, China
Candidate for Bachelor of Computer Science and Technology *Sep 2019 – Present*

- **GPA** : 83.72 / 100 (3.27/5.0)
- **Core Curriculum** : Advanced Mathematics (89), Data Structure and Algorithm (88),Linear algebra(86)

Publications

Conference Paper

- Wu S, **Hu H**, Zheng Y, et al. "The impact of COVID-19 on online games: Machine learning and Difference-In-Difference." CCF Conference on Computer Supported Cooperative Work and Social Computing. Springer, Singapore, 2021. **(EI)**
- Li J, Zheng Y, **Hu H**, et al. "Predicting video game sales based on machine learning and hybrid based feature selection." 2021 16th international conference on intelligent systems and knowledge engineering (ISKE). IEEE, 2021. **(EI)**
- Zhan C, Jiang W, Zhen Q, **Hu H R**, Yuan W. Daily PM2.5 Forecasting Using Graph Convolutional Networks Based on Human Migration[C]//2021 International Conference on Neural Computing for Advanced Applications. NCAA, 2021, **(EI)**
- Zheng Y, Zhen Q, Tan M, **Hu H** et al. "COVID-19's impact on the Box office: Machine Learning and Difference-in-Difference." 2021 16th international conference on intelligent systems and knowledge engineering (ISKE). IEEE, 2021. **(EI)**

Professional Experience

Research Institute of Big Data and Artificail Intelligence (RIBDAI) Guangzhou, China
Nanfang College of Sun Yat-sen University **Manager: Prof. Choujun Zhan**
Position: Research Assistant *Sep 2018 – Present*

Research on Video Game Industry

- Using crawler and data cleaning techniques, a video game research database containing 57,448 games from 1989 to 2018 was established;
- A hybrid feature selection method was proposed combining random forest and correlation analysis;
- An video game sales forecasting model is established by using traditional machine learning and ensemble learning.

Research on Online Game Platform

- Using crawler and data cleaning techniques, a global online game research database containing 51,914 games from 2004 to 2020 was established;
- An online game players forecasting model is established by using traditional machine learning and ensemble learning.

Activities

International Conference on Neural Computing for Advanced Applications 2021 Guang Zhou, China
Volunteer *Aug 2021*

Assisted in the organization and conduct of academic conferences, led the group in the preparation and commissioning of conference site equipment, and the coordination of conference site services.

The 16th Chinese Conference on Computer Supported Cooperative Work and Social Computing Hunan, China
Attendee and Speaker *Oct 2019*

Introduce the research situation of online player number prediction in detail and share how to establish the online player number prediction model by using the method of machine learning.

Exchange views and insight with scholars engaged in product Human-centered Collaborative Intelligence.

Awards

- Third prize in 2021 China Undergraduate Mathematical Contest in Modeling *Oct 2021*
- Best Paper in International Conference on Neural Computing for Advanced Applications 2021 *Aug 2021*
- Second prize Scholarship(awarded to the top 6%) *2020 – 2021*
- Second prize Scholarship(awarded to the top 6%) *2019 – 2020*
- The 6th China College Students 'Internet+' Innovation and Entrepreneurship Competition, Third Prize of School Level *Seb 2020*

Certificates

- National College Students' Innovative Entrepreneurial Training Plan Program, A general model of COVID-19 transmission that combines urban population movement, insufficient nucleic acid testing, and government response measures, Principal, **Leader** *2020 – 2021*
- Software copyright, A universal model system for the spread of COVID-19 that combines urban population movement, insufficient nucleic acid testing, and government response measures *2021*
- Software copyright, Solar radiation estimation system based on sunshine duration and Planck's law *2021*
- Software copyright,Rainfall prediction system based on integrated learning *2020*
- Software copyright,House price prediction system based on deep learning *2020*

Research Interests

I am interested in Time-series, Machine learning, Deep learning. My current focuses include:

- Time series analysis and prediction modeling.

Skills

Programming Python(pandas, numpy, matplotlib, pytorch, scikit-learn), Java, C, Maltab, LaTeX
Languages English(College English Test-Level 4, 486), Mandarin, Cantonese(general)