

# JIE HUANG

## PERSONAL DATA

---

GENDER: Male  
 NATIONALITY: Chinese  
 DATE OF BIRTH: 1st February 1993  
 ADDRESS: Y430c, Department of Applied Physics, Aalto University, Finland  
 EMAIL: [jie.huang@aalto.fi](mailto:jie.huang@aalto.fi)  
 WEBSITE: <https://way2ml.github.io>

## EDUCATION

---

05/2023–now	Doctoral Researcher in <b>Applied Physics</b> Aalto University, Espoo, Finland, Advisor: <a href="#">Prof. Adam S. Foster</a>
09/2018–06/2021	M.S. in <b>Condensed Matter Physics</b> Wenzhou University, Wenzhou, China, Supervisor: <a href="#">Prof. Shibei Li</a> Thesis: “ <a href="#">Applications of machine learning in hydrogen-bond dynamics in bulk water and polymer chains’ structure factor</a> ” <b>GPA: 3.84/4.0</b>
09/2012–06/2016	B.S. in <b>Electronic Information Engineering</b> , China West Normal University, Nanchong, China Thesis: “ <a href="#">A CCD translation device based on Raspberry Pi</a> ” <b>GPA: 3.22/4.0</b>

## SCIENTIFIC PUBLICATIONS

---

1. **Jie Huang**, Gang Huang\*, and Shibei Li\*, [A machine learning model to classify dynamic processes in liquid water](#), *ChemPhysChem* 23, DOI: 10.1002/cphc.202100599, 2022, **Cover Article**
2. **Jie Huang**, Shibei Li\*, Xinghua Zhang\*, and Gang Huang, [Neural network model for structure factor of polymer systems](#), *The Journal of Chemical Physics* 153, DOI: 10.1063/5.0022464, 2020

## WORK EXPERIENCE

---

07/2022 - 04/2023	Research Assistant, Institute of Applied Physics and Materials Engineering, <b>University of Macau</b> , Macau, China. Supervisor: <a href="#">Prof. Yongqing Cai</a> 1. Density Functional Theory Study of Perovskite Nanoclusters in Aqueous Environment
05/2018 - 12/2019	Visiting Student, Center of Soft Matter Physics and its Applications, <b>Beihang University</b> , Beijing, China. Supervisor: Prof. Ying Jiang 1. <b>Teaching assistant</b> for the undergraduate course “C Programming Language” 2. <b>System manager</b> of the Linux cluster at Center of Soft Matter Physics, Collaborator: <a href="#">Dr. Tao Huang</a> 3. <b>Solving diffusion equations and finding critical points</b> of polymer systems using <b>unsupervised learning</b>
09/2016 - 04/2018	<b>Software Engineer</b> , FalconPro Technology Co., Ltd, Shanghai, China 1. <b>Image processing &amp; Barcode decoding</b> 2. <b>Embedded systems programming</b>

## AWARDS/HONOR

---

- 2021 | [Outstanding Graduate](#) of Wenzhou University (one of 65 students)
- 2021 | Award for [Excellent Scientific and Technological Innovation](#) (one of 1176 students)
- 2020 | [National Scholarship](#), Ministry of Education of China (two of 65 students)
- 2020 | [First-grade Scholarship](#) for scientific research, Wenzhou University (five of 65 students)
- 2015 | [National Undergraduate Electronic Design Contest \(TI Cup\) Second Prize](#)
- 2015 | [National Professional Software Engineering Design Contest \(Bule Bridge Cup\) Second Prize](#)

## CERTIFICATES

---

- 2018 | MOOC certificate from [Peking University](#): [Artificial Intelligence Practice](#)
- 2016 | edX certificate from the [University of Texas at Austin](#): [Embedded Systems](#)
- 2015 | [National Electronics Professionals: Senior Development Engineer of MCU Application](#)
- 2014 | [National Computer Rank Examination Level 3: Embedded System Development](#)

## SKILLS

---

Python, Tensorflow, C, LAMMPS, CP2K, Linux, Embedded Systems Programming, Git

## LANGUAGES

---

Chinese (native), English (proficient), Japanese (basic)

## ACTIVITIES

---

- 2021/11 | Teaching "[Introduction to Deep Learning](#)" for postgraduates in Physics , Wenzhou University.
- 2020/06 | Creating the [Soft Matter Online Discussion Group](#), Wenzhou University
- 09/2019 - 11/2019 | [Teaching assistant](#) for "C programming language", [Beihang University](#)
- 05/2018 - 11/2019 | [System manager](#) of the Linux cluster, [Beihang University](#)

## HOBBY PROJECTS

---

- 2022 | [Guitar Simulations From Wave Equations: Music Demo](#)
- 2022 | [Huanbu](#): A cross-platform and full functional metronome app based on Python
- 2022 | [Generate Music From Scratch](#) Using Python
- 2020 | [Adversarial Inverse Reinforcement Learning Implementation](#) for Mountain Car
- 2019 | [Steady Hand Game Device](#) Based on [Raspberry Pi](#)
- 2016 | [Handheld Game Console](#) Based on [Texas Instruments TM4C123G](#)

Last updated: June 20, 2023