Zefang Huang

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Education

Nanjing University Sep. 2021 – Now
Candidate for B.S. in Computer Science and Technology(National Elite Program) Nanjing, China
Overall GPA: 4.42/5.0.

Research Interests

My research interest is Reinforcement Learning.

Research experience

LAMDA Group, Nanjing University Sep. 2022 - Now
Undergraduate researcher at Learning And Mining from DatA(LAMDA) Nanjing university
- Supervised by Prof. Yang Yu and Prof. Zongzhang Zhang
- Researching reinforcement learning, especially the optimization of replay buffer.

Project experience

Game - Bubble and Bubble Mar. 2022 - June 2022
Implemented a game named Bubble and Bubble. Nanjing university
- The game is implemented using C++, based on QT.
- It can be played in the QT editor, it obtained praise from the teaching assistant of Problem Solving and got full score.
- I implemented it by myself, through this project, I deepened my understanding of C++, became more proficient in using C++, and learned how to organize and complete a small project.
- https://github.com/HzfFrank/Game-Bubble-and-Bubble

App - Todolist Apr. 2022 - May 2022
Implemented an application named Todolist. Nanjing university
- The application is implemented using dart, base on Android Studio.
- It contains multiple functions like reminding the schedule, counting the amount of expenditure and classifying it etc.
- The project is implemented by four people and I joined as a participant. I did the reminding the schedule part. I experienced a new language dart through this project and I learned how to complete a program with others.

Graph Theory Tool Library Sep. 2022 - Nov. 2022
Implemented a graph theory tool library. Nanjing university
- The tool library is implemented using C++. It mainly provides data types, operation functions and classic graph theory algorithm interfaces related to graph theory.
- Users can directly call the data types or functions in it to construct graphs and operate on graphs. They can quickly model to achieve the effect of use, and can also deepen their understanding of graph theory and its algorithms. A more detailed usage method is written on the project home page.
- https://github.com/HzfFrank/Graph-Theory-Tool-Library

Game - overcooked May 2023 - June 2023
Implemented a game named overcooked. Nanjing university
- The game is implemented using C++. It can be run directly in Windows terminal.
- It can be played by hands, and can also let the agents run automatically to get scores themselves.
- https://github.com/HzfFrank/overcooked

Selected Honor and Awards

Second Prize for Nanjing University Programming Contest(2022)
Nanjing University People's Scholarship(2022)
Nanjing University Excellent Award for Special scholarship for basic disciplines(2022)
Outstanding Communist Youth League cadre of Nanjing University(2023)
Outstanding Communist Youth League cadre of College of First-Year Students, Nanjing University(2022)
Outstanding class cadre of College of First-Year Students, Nanjing University(2022)
Bronze Prize in Chinese Mathematical Olympiad(CMO)(2020)
First Prize in National High School Mathematics Joint Competition(the third place in the province)(2020)

Skills

Programming: C/C++, Python
Deep Learning: Pytorch
Robotics: Pybullet