# **Sukai Huang**

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# **EDUCATION**

# Doctor of Philosophy - Engineering and IT

Jul 2021 - Present

The University of Melbourne

- Thesis: Natural Language Understanding for Sequential Decision Problems
- Melbourne Research Scholarship for PhD

# **Bachelor of Advanced Computing (Honours)**

Jul 2017 - Jul 2021

Australian National University

- Specialized in Machine Learning Systems
- Conducted research on Procedural Content Generation (PCG) using Generative Adversarial Networks
- First Class Honours; Chancellor's Letters of Commendation 2018, 2020; ANU Dean's Award 2019; GPA: 6.84 / 7.00

#### **EXPERIENCE**

# **Machine Learning Engineer**

May 2022 - Nov 2023

FINVISE London, Remote Contract

- Constructed a comprehensive Technical Report for Automated Valuation Model (AVM), ensuring valuation accuracy of housing properties to be above 80%
- Developed Python-based data collection and preprocessing programs using Selenium and Pandas, efficiently handling over 20 million multimodal property datasets (textual, numerical, and categorical)
- Proposed the use of a Masked Autoencoder (MAE) as model backbone, showcasing initiative by innovatively addressing the challenge of missing data in approximately 20% of the dataset through advanced mask learning techniques
- Deployed and maintained the Pytorch deep learning model as a scalable Software as a Service (SaaS) solution, leveraging Terraform for infrastructure management and hosted on a Linux server within the Azure cloud platform
- Collaborated with the team to manage project progress on Jira, and monitored training process and model performance metrics on Weights & Biases (wandb), ensuring continuous improvement and alignment with project milestones

Software Developer Oct 2023 - Nov 2023

Self-initiated Web App Project, https://banpick.win/

- Designed and constructed "BanPick", a dynamic game drafting tool tailored for DOTA2 enthusiasts, utilizing a parallel alpha-beta pruning algorithm crafted in Python with numpy, enhancing strategic planning and game experience
- Developed the app's front and back-end, ensuring efficient real-time data querying from a GraphQL database and integrated SQLite for reliable local data storage and management

**Tutor** Feb 2020 - Jul 2021

Australian National University, Canberra, ACT

• Planned and delivered interactive tutorials between 2017 and 2020, teaching Python and Data Management

# **TECHNICAL SKILLS**

- Programming Languages: proficient in Python, with expertise in the Pytorch, Selenium, Numpy, Pandas, and Sklearn, complemented by relevant tools like Git, Hydra and Wandb
- Past experience with Java, SQL, C++ and Haskell

# AWARDS AND RECOGNITIONS

- Winner in the Aesthetic Track of the Angry Birds Level Generation Competition at IEEE COG'20
- Researcher in ANU Summer Scholarship Program 2019, working on emotion recognition model

# **PUBLICATIONS**

- Huang, Sukai, Nir Lipovetzky, and Trevor Cohn. "Planning in the Dark: LLM-Symbolic Planning Pipeline without Experts." Thirty-Ninth AAAI Conference on Artificial Intelligence
- Huang, Sukai, Nir Lipovetzky, and Trevor Cohn. "Chasing Progress, Not Perfection: Revisiting Strategies for End-to-End LLM Plan Generation." Workshop on Planning in the Era of LLMs @ AAAI'25
- Huang, Sukai, Nir Lipovetzky, and Trevor Cohn. "A Reminder of its Brittleness: Language Reward Shaping May Hinder Learning for Instruction Following Agents." arXiv preprint arXiv:2305.16621 (2023)