

# CHUHUAN HUANG

500 W University Pkwy, Baltimore, Maryland, 21210

☎ 213-512-7073 ✉ [chuan129@jh.edu](mailto:chuan129@jh.edu) 🔗 [linkedin.com/in/chuhuan-huang-957270268/](https://www.linkedin.com/in/chuhuan-huang-957270268/) 🌐 [chh172.github.io](https://github.com/chh172)

## Education

### Johns Hopkins University

*Doctor of Philosophy in Mathematics*

08/2023 – present

Baltimore, MD

### University of Southern California

*Master of Arts in Applied Mathematics*

08/2021 – 05/2023

Los Angeles, CA

### University of California, San Diego

*Bachelor of Science in Mathematics-Computer Science*

08/2016 – 03/2020

San Diego, CA

## Technical Skills

**Languages:** Python(more proficient), LaTeX, C++, Chinese (mother tongue), English (daily working/living language )

**Relevant Courses:** Stochastic Differential Equations, Probability Theory and Stochastic Processes, Real Analysis w/ Abstract Measure Theory, Functional Analysis, Applied Matrix Analysis, Convex Analysis, Mathematical Statistics, Algorithm Design and Analysis, Time Series, Abstract Algebra w/ Category Theory, Advanced Data Structure, Reinforcement Learning Theory&Algorithms

**Machine Learning Frameworks:** Pytorch, HuggingFace, Diffraction, Signatory

**Research Interests:** Neural Differential Equations, Long Time Series Modeling

## Internship

### Penghua Fund Management

*Quantitative Researcher*

06/2023 – 08/2023

Shenzhen, CHN

- Design and implement the framework for a Transformer-based reinforcement learning funds recommender system, together with several benchmarks.
- Design the industrial category standard transferring mapping using an Adam-trained Variational AutoEncoder; Encapsulate a ready-to-use the preprocessing workflow, Bokeh-based exploratory data analysis, and SHAP-based feature importance analysis for XGBoost-based model.

## Projects

### Deep RL Funds Recommender System | *independent | supervised by Dr. B. Kou @ Penghua Fund*

2023

- Our core model of the recommender system is built with two standard Transformers, together with a pre-trained BERT-based preprocessing layer and a pre-trained XGBoost-based reward model, and trained in the Asynchronous Advantage Actor Critic algorithm (A3C), where one Transformer acts as the actor and the other acts as the critic.
- Our benchmark model 1 is built with a BERT-based preprocessing layer and a Wide&Deep submodel, while the benchmark model 2 is built with a OneHotEncoding preprocessing layer and a XGBoost submodel; Both are trained by an Adam Optimizer.

### A Survey on the Computational Hardness of Linear-structured MDP | *Master's Thesis*

2023

- We are investigating i) the equivalent condition for the computational-statistical gap in Reinforcement learning; ii) the relationship between the computational hardness of the linear-structured Markov decision processes and the rank of the transition matrix in the corresponding Markov chain.

### Bochner Integral and its application in Stochastic Processes | *independent | supervised by Professor J. Zhang*

2022

- We extended the classical Luzin theorem to Banach-valued functions in a bottom-up fashion by constructing the Banach-valued Dominated Convergence theorem, Banach-valued Egorov's theorem, and so forth.
- We used the extended Luzin to prove that for stochastic processes with the same finite distribution, their integral over a finite time interval has the same distribution.

### Approaching MAX-CUT thru Reinforcement Learning | *independent | supervised by Professor S. Heilman*

2022

- We approach the MAX-CUT problem by using Actor-Critic algorithm-trained LSTM-based pointer networks and compared with known Semidefinite programming benchmarks, using LSTM framework in Keras.
- Our approach is averagely 33% faster SDP benchmark in predicting and reaches 86% accuracy of the benchmark.
- Our approach is unfortunately unstable: when graphs with more than 150 vertices are fed, we sometimes run into NaN error in the training phase and sometimes poor performance in predicting phase.

### Simulation of MDP and Decision-generating thru Value Iteration | *independent project*

2021

- Modeling the transition distribution and cumulative reward in a game-related stochastic process using the Markov decision process, and implementing the policy generating mechanism through Value Iteration, a dynamic-programming-based algorithm, in Python.
- Our model successfully leads to around 500% rate of return with 2k dollar profits.