

EDUCATION

Shanghai Jiao Tong University
B.S.E. in Information Engineering

Shanghai, China
2014–2018

Purdue University
Ph.D. in Computer Science

West Lafayette, IN, USA
2021–2026 (expected)

EXPERIENCE

Shanghai University of Finance and Economics
Part-time and Volunteer Student Intern at ITCS

Shanghai, China
2017–2018

- Prophet Inequality for Bipartite Matching
- This project was done with Prof. Nick Gravin. In this project, we provide a $\frac{1}{3}$ -prophet inequality for bipartite matching and a counterexample showing no algorithm can reach $\frac{1}{2.25}$ -approximation.

EMPLOYMENT

Nanyang Technological University
Project Officer at SPMS

Singapore
2019–2021

- MMS Allocation for Mixed Goods
- This work was done with Prof. Xiaohui Bei, Dr. Shengxin Liu and Xinhang Lu. We study the problem of how to build an MMS allocation on the mixed of divisible and indivisible goods.
- Prophet Inequality for k -copy matroid constraint
- This work is doing with Prof. Nick Gravin and Prof. Matthew Weinberg. In this project, we try to build a prophet inequality for k -copy matroid constraint based on OCS method.

PUBLICATIONS

(All authors are listed in α - β order.)

- [1] A. Burudgante, P. Valiant, and **H. Wang**, “New bounds for circular trace reconstruction”, In submission.
- [2] S. Hanneke and **H. Wang**, “Universal multiclass transductive online learning”, In submission.
- [3] N. Alon, N. Gravin, T. Pollner, A. Rubinstein, **H. Wang**, S. M. Weinberg, and Q. Zhang, “A Bicriterion Concentration Inequality and Prophet Inequalities for k -Fold Matroid Unions”, in *16th Innovations in Theoretical Computer Science Conference (ITCS 2025)*, R. Meka, Ed., ser. Leibniz International Proceedings in Informatics (LIPIcs), vol. 325, Dagstuhl, Germany: Schloss Dagstuhl – Leibniz-Zentrum für Informatik, 2025, 4:1–4:22, ISBN: 978-3-95977-361-4.
- [4] S. Hanneke, A. Shaeiri, and **H. Wang**, “For universal multiclass online learning, bandit feedback and full supervision are equivalent”, in *36th International Conference on Algorithmic Learning Theory*, 2025.
- [5] S. Hanneke, A. Shaeiri, and **H. Wang**, “Non-uniform multiclass learning with bandit feedback”, in *The Thirty-ninth Annual Conference on Neural Information Processing Systems*, 2025.

- [6] S. Hanneke and **H. Wang**, “A theory of optimistically universal online learnability for general concept classes”, in *The Thirty-eighth Annual Conference on Neural Information Processing Systems*, 2024.
- [7] T. Dang, W. McKelvie, P. Valiant, and **H. Wang**, *Improving pearson’s chi-squared test: Hypothesis testing of distributions – optimally*, 2023. arXiv: 2310.09408 [math.ST].
- [8] X. Bei, S. Liu, X. Lu, and **H. Wang**, “Maximin fairness with mixed divisible and indivisible goods”, *Autonomous Agents and Multi-Agent Systems*, vol. 35, no. 2, p. 34, Jun. 2021, ISSN: 1573-7454.
- [9] X. Bei, S. Liu, C. K. Poon, and **H. Wang**, “Candidate selections with proportional fairness constraints”, in *Proceedings of the 19th International Conference on Autonomous Agents and Multiagent Systems, AAMAS ’20, Auckland, New Zealand, May 9-13, 2020*, 2020, pp. 150–158.
- [10] N. Gravin and **H. Wang**, “Prophet inequality for bipartite matching: Merits of being simple and non adaptive”, in *Proceedings of the 2019 ACM Conference on Economics and Computation*, ser. EC ’19, Phoenix, AZ, USA, 2019, pp. 93–109.

TEACHING

- **Teaching Assistant** at Nanyang Technological University Fall 2019&2020
Discrete Mathematics (MH1812)
- **Teaching Assistant** at Purdue University Fall 2023
Advanced Topics in Algorithm (CS39000-ATA)
- **Teaching Assistant** at Purdue University Spring 2024
Randomized Algorithms (CS58800)
- **Teaching Assistant** at Purdue University Fall 2024
Introduction to The Analysis of Algorithms (CS38100)

ACADEMIC SERVICES

- Subreviewer at WINE’18 & SAGT’19
- Reviewer at AAAI’21 & NeurIPS’ 25

HOBBIES

- **Reading:** Textbooks and Intro books in other area, such as, politics, economics and philosophy. Now I am reading World Order.
Fantasy novels and mystery fictions.
- **Games:** Video Games: Assassin’s Creed, Monster Hunter, etc.
Board Games: Hanabi, Dixit, etc. Learning D&D
- **Swimming:**

LANGUAGES

- **English:** Foreign Language, Fluently
- **Chinese:** Mother Tongue, Native
- **Italian:** Foreign Language, Very Beginning