Rui Feng

Zijingang Campus, Zhejiang University, Hangzhou, China
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EDUCATION

Zhejiang University Sep 2015 – Present

Bachelor of Science in Statistics **GPA**: 3.99 *Double Major in English*

- Courses: Mathematical Analysis, Mathematical Statistics, Advanced Data Structure and Algorithm, Stochastic Analysis, Real Analysis, Functional Analysis

PUBLICATIONS

Yang Yang*, **Rui Feng***, Fei Wu, Yueting Zhuang, Zhanlin Sun (2018). Non-discriminative Representation Learning: An Adversarial Gaming Framework. *IJCAI* (Under Review)

Rui Feng*, Yang Yang*, Wenjie Hu, Yueting Zhuang, Fei Wu (2018). Representation Learning for Scale-free Networks. *AAAI* (Accepted)

PROFESSIONAL EXPERIENCES

Task-specific Representation Learning of Heterogeneous Social Networks

Research Assistant, Digital Media Computing & Design Lab, Zhejiang University Mar 2017 - Present

- Analyzed mobile networks consisting of millions of users and learned distributed user vector representation.
- Incorporating community embedding and node embedding to effectively learn local structures of a node and compensate for incomplete network data.
- Inferring the influence of a user's friends to help debt collection for P2P lending services.

Representation Learning for Scale-free Networks

Research Assistant, Digital Media Computing & Design Lab, Zhejiang University Apr 2017 - Nov 2018

- Theoretically analyzed the feasibility of embedding scale-free networks onto Euclidean space using tools of the sphere packing analysis.
- Proposed degree-punishment principle to optimize the embedding efficiency of scale-free networks in terms of the ability to preserve the scale-free property.
- Significantly improved efficiency of representation vectors both in terms of scale-free property and in various real-world social network mining tasks.

Non-discriminative Representation Learning

Research Assistant, Digital Media Computing & Design Lab, Zhejiang University Mar 2017 - Jan 2018

- Studied the problem of de-biasing historical discrimination in data sets when applying machine learning algorithms.
- Prototyped mapping attributes to a latent feature, where sensitive information that is responsible for causing discrimination is effectively blocked, applying machine learning algorithms leads to improved decision making process.
- Proposed a min-max adversarial gaming framework to incorporate de-biasing in the process of representation learning.

TECHNICAL SKILLS

- **Programming Skills:** Proficient in R, MATLAB, C, C++, SQL and Python.
- **Language:** English (Proficient), TOEFL 109; Chinese (Native)