**Rui Feng**

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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)