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Shengyi "Costa" Huang

EDUCATION

Drexel University, Philadelphia, PA

Ph.D in Computer Science (Expected 2023)

Sep 2018 – Present

- Advisor: Dr. Santiago Ontañón
- Research Area: Game Artificial Intelligence with Reinforcement Learning
- GPA: 3.63 / 4.00

Furman University, Greenville, SC

B.S in Computer Science

B.S in Mathematics

Aug 2013 - May 2018

- Dean's list (2017 2018)
- GPA: 3.40 / 4.00

EXPERIENCE

Drexel University, Philadelphia, PA

Research Assistant

Sep 2019 – Present

• Experiment with Reinforcement Learning algorithms such as (A2C) Advantage Actor Critic to train agents in a customized Real-time Strategy game MicroRTS.

Carely, Inc., Greenville, SC

Backend Developer

Jun 2018 - Sep 2018

- Developed API server for the web and mobile platforms by using Go and MySQL.
- Worked with Jira, Slack, Github, Docker, and OpenAPI(Swagger).

Furman University, Greenville, SC

Research Fellow

Jun 2017 - Aug 2017

- Worked with Dr. Chirs Healy to conduct research on travel plan recommendation.
- Authored a Python server package, StreetTraffic, that collects traffic flow data.

PROJECTS

CleanRL

Reinforcement Learning Library github.com/vwxyzjn/cleanrl

Python



Portwarden

Backup Encrypted Bitwarden Vault github.com/vwxyzjn/portwarden

• Go

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Gym-MicroRTS

OepnAI Gym Env for MicroRTS github.com/vwxyzjn/gym-microrts

Python



StreetTraffic

Road Traffic Data Library streettraffic.org

Python

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SC2AI

Tensorflow with StarCraft II costa.sh/SC2AI

Jupyter Notebook



Jupyter Disqus

Add Disqus to Jupyter Notebook github.com/vwxyzjn/jupyter_disqus

Python

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PUBLICATIONS

"Comparing Observation and Action Representations for Reinforcement Learning in μ RTS", Huang, S., Ontañón, S., AIIDE Workshop on Artificial Intelligence for Strategy Games, October 2019.