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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

B.5 III Mathematics

• 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



## 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  $\mu$ RTS", Huang, S., Ontañón, S., AIIDE Workshop on Artificial Intelligence for Strategy Games, October 2019.