Costa Huang

PROJECT INTERESTS Artificial Intelligence, Reinforcement Learning, Game AI, Open Source Software, Visualization, Concurrent Programming, Cloud Computing, Highly Scalable Programs, Web Programming, DevOps.

SKILLS

Python, Pytorch, Tensorflow, Statistics, Go, Docker, JavaScript, Git, Linux, SQL.

EXPERIENCE

Drexel University, Philadelphia, PA

Research Assistant

Sep 2019 - Present

Working with my advisor Dr. Santiago Ontañón on game AI research. We use a customized Real-time Strategy Game and train agents with reinforcement learning algorithms such as (A2C) Advantage Actor Critic.

Carely, Inc., Greenville, SC

Backend Developer

Jun 2018 - Sep 2018

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

Furman University, Greenville, SC

Research Fellow

Jun 2017 - Aug 2017

Worked with Dr. Chirs Healy to conduct research on travel plan recommendation based on historical traffic flow data. Authored a Python server package, StreetTraffic, that crawls traffic flow data. Created proper unit-tests and documentation by using Sphinx.

EDUCATION

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

Drexel University, Philadelphia, PA

Ph.D in Computer Science (Expected 2023)

Sep 2018 – Present

• GPA: 3.63 / 4.00

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.

PROJECTS

CleanRL

Reinforcement Learning Library github.com/vwxyzjn/cleanrl

Python

★ 38

• Go

★ 37

Gym-MicroRTS

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

Python

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StreetTraffic

Portwarden

Road Traffic Data Library streettraffic.org

Backup Encrypted Bitwarden Vault

github.com/vwxyzjn/portwarden

Python

11