# **Xuan Yang**

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#### **EDUCATION**

Zhejiang University Sep 2020 - Mar 2023

College of Computer Science and Technology Master student, Computer Science

Hangzhou, China

GPA: 3.98/4.00

Zhejiang University Sep 2016 - Jun 2020

College of Computer Science and Technology Bachelor of Engineering, Digital Media

Hangzhou, China

Technology

GPA: 3.85/4.00 The last two years GPA: 3.98/4.00

#### **PUBLICATIONS**

- Xuan Yang, Yang Yang, Jintao Su, Yifei Sun, Shen Fan, Zhongyao Wang, Jun Zhan, and Jingmin Chen. Who's Next: Rising Star Prediction via Diffusion of User Interest in Social Networks. In IEEE Transaction on Knowledge and Data Engineering, doi: 10.1109/TKDE.2022.3151835, 2022
- **Xuan Yang**, Yang Yang, Chenhao Tan, Yinghe Lin, Zhengzhe Fu, Fei Wu, Yueting Zhuang. Unfolding and Modeling the Recovery Process after COVID Lockdowns. Under review.
- Jintao Su, Yang Yang, **Xuan Yang**, Yuxiao Dong and Chilie Tan. DeepGraphlet:Estimating Local Graphlet Frequencies with Graph Neural Networks. Under review.
- **Xuan Yang**, Quanjin Tao, Xiao Feng, Donghong Cai, Xiang Ren, and Yang Yang. Multimodal Learning with Graph Alignment on Social Media. Preprint.
- Taoran Fang, Zhiqing Xiao, Chunping Wang, Jiarong Xu, Xuan Yang, Yang Yang. DropMessage: Unifying Random Dropping for Graph Neural Networks. AAAI 2023 Accepted.
- Teng Ke, Yang Yang, Shiliang Pu, **Xuan Yang**, Quanjin Tao, Yifei Sun, Weihao Jiang, Hui Wang and Yingye Yu. Detecting Telecommunication Frauds by Human-in-the-Loop Graph Neural Networks. Under review.

### RESEARCH EXPERIENCE

### Multimodal Learning with Graph Alignment on Social Media

Jun 2022 - Present

Digital Media Computing & Design Lab, Zhejiang University

Hangzhou, China

- Incorporate social network with text and image data for user representation learning and create the first large-scale multimodal social media dataset with graph information.
- Propose a multi-step graph alignment pretraining task for mutual information maximization and develop an efficient graph multimodal pretraining framework to fuse multiple modalities.

#### Unfolding and Modeling the Economic Recovery after COVID Lockdowns

Jun 2021 - Feb 2022

Digital media Computing & Design Lab, Zhejiang University

Hangzhou, China

- Proposed novel computational methods based on electricity data to study the recovery process: a recovery index for sector(economic) recovery evaluation; a change-point algorithm for non-subjective policy assessment; a graph-learning based recovery prediction model and counterfactual experiments for policy-making support.
- Conducted a case study on Hangzhou, China that discovered diverse recovery patterns and various policy effects.

### **Estimating Graphlet Counts on Billion-scale Graphs**

May 2021 - Dec 2021

Digital Media Computing & Design Lab, Zhejiang University

Hangzhou, China

- Designed DeepGraphlet with k-tuple features and multi-task to estimate the graphlet counting.
- Achieved 60%+ improvement on the estimation accuracy on real graphs; 20x speedup on billion-scale graphs.

#### **Alleviate Recommendation System Disequilibrium**

Jan 2021 - May 2021

Data and Technology Department, Alibaba

Hangzhou, China

- Proposed the rising star problem in online maketing.
- Designed RiseNet: a GNN-based framework with self-supervised multi-task learning strategy for dynamic graph learning; a coupled mechanism to solve multi-modal time series data fusion problem.
- Achieved 30%+ improvement in F1 score on the real-world Taocode.

#### **INTERNSHIP EXPERIENCE**

#### Data and Technology Department, Alibaba Group

Oct 2020 - Dec 2021

Machine Learning Intern, Data Assets and Algorithm team

Hangzhou, China

- Analyzed the family recommendation on Taobao (the largest e-commerce platform in China) and designed a family marketing model for enhancing family goods recommendation.
- Built the billion-scale Taocode recommendation datasets and developed an algorithm to recommend items for
  "Xiaoheihe" and "Taojianghu" functions on Taobao APP, boosting CTR by 2.3% compared with the baseline production
  strategy.

### Center for Magnetic Nanotechnology, Stanford University

Jan 2019 - Mar 2019

Research Intern, Probing Protein-Protein Interactions with High-Throughput GMR Protein Arrays

Stanford, CA

- Helped collect the amount of seven viruses in serum of 300 patients through GMR biosensors.
- Used machine learning models to explore the relationship between the viruses and the liver cancer and discovered weak correlation between the viruses and the liver cancer.

#### Biomedical Institute for Global Health Research and Technology at NUS

Jun 2018 - Aug 2018

Research Intern , the Taste Healthy project, Big Brain

Singapore

- Helped develop a mobile app for the Taste Healthy project.
- Developed a crawler to collect food pictures from the web and trained ResNet on the collected data for food identification.

## **PROJECT EXPERIENCE**

#### "Mg" Chemistry Lab (Virtual Reality Program)

Jun 2019 - Sep 2019

• Designed and coded a VR-based program: primary school students can conduct simple chemical experiments in the virtual chemical lab under the guidance of cartoon characters, helping them learn chemical knowledge safely.

### "Battle of the oasis" (Online 3D PC Game)

Mar 2019 - Jul 2019

• Developed an online 3D PC shooting game, including state machine, 2D animation, blueprint and 3D modeling

### **SELECTED ACTIVITIES**

#### The Volunteer Teaching at Aba Tibetan and Qiang Autonomous Prefecture

Aug 2018 - Sep 2018

• Teached the students at the Tibetan High School (math class) and Futian Hope Primary School (astronomy class).

#### **Zhejiang University Creative Media Student Association, President**

Sep 2017 - Jun 2018

• Organized multimedia-related activities on campus (e.g., "Hugging Me" that helped eliminate prejudice among people).

#### **SELECTED HONORS**

Tencent Technology Excellence Scholarship	2021 - 2022
Graduate of Merit/Triple A graduate, Zhejiang University	2021 - 2022
First-class Academic Prize, Zhejiang University	2021 - 2022
Award of Honor for Graduate, Zhejiang University	2021 - 2022

#### **MISCELLANEOUS**

- Skills: Python; Pytorch; C++; 3D Modeling (Zbrush, Maya); Game/VR building (Unity; Unreal Engine)
- Languages: TOFEL 108
- Hobbies: Photography (PS/ PR); Piano; Painting; Hiking