

HUAXIN ZHANG

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EDUCATION BACKGROUND

Master of Science in Artificial Intelligence and Computer Science

University of Birmingham , School of Computer Science

Sept. 2024-Nov. 2025

- Degree Classification: Merit (Overall Weighted Mark: 65.33)
- Key Modules: Artificial Intelligence and Machine Learning, AI Programming, Data Structures, Algorithms and Databases, Computer Systems, etc.
- Award & Honors: MSc Degree awarded with Merit

DUBAI, UNITED ARAB EMIRATES

Bachelor of Tourism Management

LANZHOU City University, School of Tourism

Sept. 2017-May. 2021

- Current GPA: 4.06/5.00
- Key Courses: Tourism Studies, Tourism Geography, Hospitality Management, World History, etc.
- Award & Honors: First-class Scholarship 3/42.

LANZHOU, CHINA

Exchange Programme (Short-term Study)

California State Polytechnic University, Pomona, College of the Extended University

Feb 2018 - July 2018

- Key Courses: Hospitality Management, Interpersonal Skills, International Etiquette, Teamwork, etc.
- Award & Honors: Certificate of Outstanding Class Leadership

CALIFORNIA, UNITED STATES

RESEARCH INTEREST

Decentralised systems with a focus on controllability and accountability; distributed governance under regulatory and adversarial constraints; protocol- and interface-level mechanisms for enforcing control without central authority; system robustness in real-world socio-technical settings; decentralised and federated learning as supporting infrastructures for accountable distributed AI.

RESEARCH PROJECT EXPERIENCE

Pixel Seed: An AI-Driven Prompt-to-Play Framework for 2D Pixel-Art Game Generation

MSc Dissertation Research Project

University of Birmingham

2024-2025

- Conducted an independent research project investigating how text-based user prompts can be systematically transformed into playable 2D game content, addressing the disconnect between AI-generated media assets and interactive gameplay systems.
- Proposed a Prompt-to-Play framework that integrates AI-based image generation, procedural content generation, and game logic orchestration, enabling non-technical users to generate coherent and playable game scenes from natural language descriptions.
- Designed and implemented a modular web-based system architecture supporting dynamic asset generation, real-time state management, and gameplay interaction, ensuring scalability and extensibility of the generative pipeline.
- Explored the limitations of existing AI-generated content in interactive contexts by analysing prompt alignment, playability constraints, and user experience coherence, highlighting key challenges in AI-assisted game design.
- Performed system-level evaluation through qualitative analysis and gameplay testing, providing insights into the feasibility of AI-driven generative systems for creative, user-centred game development.

WORKING PAPERS

Decentralised Control and Accountability under Regulatory and Adversarial Constraints

Working Paper (in preparation)

Supervised by: Prof. Xiaowei Li | Institution: Lanzhou University

2025-2026

- Examining why the traditional assumption of “uncontrollability” in decentralised systems fails in real-world settings involving risk, responsibility, and regulatory constraints.
- Identifying a research gap in existing decentralised system literature, which largely focuses on consensus, incentives, and privacy, but rarely addresses who controls the system, who is accountable when failures occur, and how control can exist without central authority.
- Formulating the core research question: under regulatory objectives and adversarial behaviour, can decentralised systems remain controllable and accountable, and if so, how?
- Modelling decentralised systems composed of multiple autonomous and partially trusted participants, and explicitly distinguishing technical constraints, adversarial constraints, and regulatory constraints at the system level.
- Analysing the meaning of “control” beyond central command, conceptualising control as structural constraints, behavioural boundaries, and verifiable mechanisms, and distinguishing ex ante control from ex post accountability.
- Discussing protocol-level mechanisms for introducing control signals without single points of authority, analysing adversarial strategies, and examining trade-offs between privacy, accountability, decentralisation, and enforceability.

RESEARCH ASSISTANT EXPERIENCE

Lanzhou University

Lanzhou, China

School of Information Science and Engineering | Teaching Assistant

October.2025 – present

- Supported postgraduate course delivery by preparing materials, coordinating seminars/tutorials, and integrating case studies from EEG/eye-tracking multimodal data mining, depression recognition and brain functional network analysis projects.
- Assisted in full-cycle postgraduate assessment including coursework review, examination invigilation and course administration.
- Organised neurophysiological signal analysis and AI-related literature, and actively participated in research group academic discussions.
- Co-authored a working paper on decentralised control and accountability under doctoral advisor guidance, leveraging solid academic research and writing capabilities.

WORKING EXPERIENCE

Yee Au Carre

Dubai, UAE

Human Resources | People Operations

Nov. 2023-June.2024

- Supported human resources operations in a Web3-focused startup, assisting with recruitment coordination, candidate communication, and interview scheduling.
- Assisted in onboarding processes, including preparation of employment documentation and coordination of internal orientation activities.
- Maintained and organised employee records and HR-related documentation, ensuring accuracy and confidentiality.
- Supported day-to-day people operations, including internal communication, policy documentation, and administrative coordination.
- Assisted with basic HR research tasks, including labour policy review and organisational structure documentation relevant to a technology startup environment.

GanSu Jiandu Museum

GanSu, CHINA

Museum Exhibition Department | Staff Member

Dec. 2022-June.2023

- Maintained configuration-level settings of online exhibition systems.
- Monitored connectivity and operational status of networked exhibition devices.
- Verified data consistency across system interfaces and platforms.
- Documented operational issues for technical diagnosis and resolution.

INTERNSHIP EXPERIENCE

Gansu Television Children's Channel

Channel Dept. | Editing Assistant

Gansu, CHINA

Aug.2021- April.2022

- Video editing: Edit and enhance video content using professional software.
- Filming: Assist in capturing high-quality footage for various shows.
- Multimedia content creation: Generate and produce engaging multimedia content.

EXTRACURRICULUR ACTIVITY

Kuala Lumpur Chinese Teaching Program

Volunteer Chinese Teacher

Kuala Lumpur, MY

Aug. 2019-Sep .2019

- Instructing primary school students in Chinese language skills: reading, writing, speaking, listening
- Introducing students to Chinese cultures, traditions, and customs through language instruction and activities.

Captain of the Host Team, Lanzhou City University, School of Tourism

Aug.2019-Feb.2021

Gansu,CHINA

- Led the college's hosting team to win the first prize in the community hosting competition.

Member of the Student Union, Lanzhou City University

Gansu,CHINA

Member of Culture and Arts

Sept.2017-May.2019

- Talent shows: Organize and host showcases for students' artistic talents.
- Art exhibitions: Curate and manage displays of student artwork.
- Music concerts: Coordinate and perform in music events featuring diverse genres.

SKILLS

- Programming & Data Analysis

Python (proficient) — PyTorch, TensorFlow, PyG; R (basic).

- Decentralised & Distributed Systems

Decentralised and federated learning; blockchain-enabled machine learning; edge–cloud collaborative AI.

- Systems, Web & Technical Practice

Web-based system development (Regular);

- Blockchain & Web3 Practice

Practical experience with cryptocurrency systems, including wallet usage, on-chain transactions, and interaction with decentralised platforms.

- Research Skills

Literature review; research problem formulation; analytical and academic writing.

- Tools

Git/GitHub; Linux; Docker (basic); VS Code; Jupyter Notebook; basic web technologies (HTML, CSS, JavaScript); MS Office; Adobe Premiere Pro.

- Languages

Mandarin (Native);

English (IELTS Overall 6.5 — Speaking 7.0, Listening 7.0, Reading 6.0, Writing 6.0);

Japanese (Conversational).