Searching by learning: Exploring artificial general intelligence on small board games by deep reinforcement learning
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Curriculum Vitae

Hui Wang was born on February 13th, 1992 in Taihu, Anhui, People's Republic of China. He received his Bachelor degree in Computer Science and Technology at Southwest University in June 2015. Then he studied as a Master student and obtained his Master degree in Software Engineering under the supervision of Prof. Wu Chen at the same university in June 2017.

In September 2017, he joined the reinforcement learning research group headed by Prof. Aske Plaat and started his PhD study at Leiden Institute of Advanced Computer Science (LIACS), Leiden University, under the supervision of Prof. Aske Plaat, Dr. Michael Emmerich and Dr. Mike Preuss. His research was funded by China Scholarship Council (CSC).

His research primarily focuses on assessing/developing searching and learning techniques in (deep) reinforcement learning on board games. Besides his research, he also acted as a teaching assistant for two postgraduate courses every year, namely Reinforcement Learning and Multi-Objective Decision Analysis. What's more, he also participated in several academic seminars, such as Dagstuhl seminar (Artificial and Computational Intelligence in Games: Revolutions in Computational Game AI). And he helped to organize 2020 Benelux AI conference (BNAIC) as the multimedia chair.