

Hanting Xie

<http://hantingxie.com>
xiehanting@gmail.com | 0044-7472454233

EDUCATION

UNIVERSITY OF YORK

PHD IN GAME DATA MINING

Department of Computer Science
Expected Sep 2016 | York, UK

UNIVERSITY OF BRISTOL

MSC IN MACHINE LEARNING, DATA MINING AND HPC

Department of Computer Science
Graduated Oct 2012 | Bristol, UK

MACAU UNIVERSITY OF SCIENCE AND TECHNOLOGY

BSc IN COMPUTER SCIENCE

Department of Computer Science
Graduated Jun 2011 | Macau, China

AWARDS

MICROSOFT AZURE MACHINE LEARNING AWARD, 2016

Winner of the **Azure Machine Learning Award** which sponsors \$20,000 for research with Azure.

SEARCH FOR A STAR, 2016

Qualified for the second round in the **Search For A Star** competition hosted by both Aardvark Swift and Microsoft.

SKILLS

PROGRAMMING

Advanced:

Python • C# • Java
Matlab • \LaTeX

Familiar:

R • C • C++

SOFTWARE

Advanced:

Tensorflow • Google Analytics
Unity Game Engine

Familiar:

Druid • MySQL • Unreal Engine

LINKS

LinkedIn:// uk.linkedin.com/pub/hanting-xie/b7/21b/226
Personal Website:// hantingxie.com

EXPERIENCE

GAMESPARKS LTD. | DATA SCIENTIST

Jan 2017 – Present | York, United Kingdom

- Developed a time series predictor with ARIMA for the GameSparks analytics platform that can show future trends on time series and give predictions.
- Developed a regression module for the GameSparks analytics platform which can show relationships lines among variables that customers selected and offer what-if predictions.
- Working on the off-line deep learning models built with Tensorflow for predicting players' churn and disengagement decisions.
- Working on a dynamic scheduling system for reordering the priority customers' cloud code based on their past threats to the servers.

BIGBIT LTD. | GAME DATA SCIENTIST INTERN

June 2015 – Sep 2015 | Brighton, United Kingdom

- Integrated Google Analytics (GA) into a multi-platform mobile game 'Race Team Manager (RTM)'.
- Developed data visualisation tool for the game 'RTM' including automatically extracting data from GA server and generate trending charts by one click.

NATIONAL INSTITUTE OF INFORMATICS | DATA MINING RESEARCH INTERN

Oct 2012 – Apr 2013 | Tokyo, Japan

- Applied 'GED fast terminate techniques' (Generalized Expansion Dimension) to KD-Tree (Integrated in ANN system)
- Worked on a multimedia cluster search problem with GED with collaborations at INRIA/IRISA in Rennes, France.

RESEARCH PROJECTS

GAME INTERFACE DESIGN OPTIMISATION FOR INDIVIDUALS

Jun 2015 – Present | York, United Kingdom

As a research project of my PhD, this work aims at finding the best interface design for individual players dynamically in a self-developed clone of 'Asteroids' with the Multi-Arm Bandit algorithm.

EVENT FREQUENCY BASED DATA REPRESENTATION

Jan 2013 – Present | York, United Kingdom

As the core part of my PhD's research, the main contribution of this research is a generic data representation which can be easily applied across games for predicting player behaviours. Three publications have been published based on this.

PUBLICATIONS

Xie, H., Kudenko, D., Devlin, S., & Cowling, P. (2014). Predicting player disengagement in online games. In *Computer Games* (pp. 133-149). Springer International Publishing.

Xie, H., Kudenko D., Devlin S., & Cowling P. (2015). Predicting Player Disengagement and First Purchase with Event-Frequency Based Data Representation. In *Proceedings of the IEEE Conference on Computational Intelligence in Games (CIG)*

Xie, H., Devlin, S., & Kudenko, D. (2016). Predicting Disengagement in Free-to-Play Games with Highly Biased Data. In *Twelfth Artificial Intelligence and Interactive Digital Entertainment Conference*.