# Shangyang Min

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## EDUCATION

**Michigan State University**                                                                              **08/2019 – 05/2023**
**Bachelor of Science in Computer Science Engineering**                                         GPA 3.96/4.0
- Graduated with High Honor
- Minor in Game Design and Development Program

**Brown University**                                                                                          **09/2023 – Current**
**Master of science (Sc.M.)**                                                                                GPA 4.0/4.0
- Pathway: Artificial Intelligence/Machine Learning

## SKILLS

**Programming Language**: C, C++, C#, Java, Python
**Engine**: Unity, Unreal Engine
**Research Areas**: Deep Learning, Biomedical Engineering.

## EXPERIENCE

**Lee Lab**                                                                                                        **09/2024 - Present**
**Graduate Researcher**
- Conducting research on Brain-Computer Interface (BCI) integration with VR gaming.
- Developed a real-time BCI data processing system using Unreal Engine 4, enabling neural control of avatars through deep learning models.

**Human Augmentation and Artificial Intelligence Laboratory (HAAIL)**          **05/2022 - 08/2023**
**Undergraduate Researcher**
- Researched on Feature Imitating Networks and radiomics features from biomedical images.

**Henry Ford Health System**                                                                              **09/2022 - 08/2023**
**Undergraduate Researcher**
- Collaborated on a funded research program between Henry Ford Health System and Michigan State University.
- Conducted machine learning analysis on tumor detection and radiomics features from DCE-MRI scans.

**Game Development Studio**                                                                              **09/2021 - 05/2023**
**Programming Developer**
- Developed game mechanics and AI behaviors for various game projects.
- Gained professional development experience under mentorship from Iron Galaxy Studio professionals.

## Projects

For a current list of projects I have done, please visit my [webpage](#).

## Publication

Min, S., Ebadian, H. B., Alhanai, T., & Ghassemi, M. M. (2024). *Feature Imitating Networks Enhance the Performance, Reliability, and Speed of Deep Learning on Biomedical Image Processing Tasks*. In **Proceedings of the 46th Annual International Conference of the IEEE Engineering in Medicine and Biology Society**.