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# Hongyu(Alice) Nie

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## EDUCATION

**Master of Science**, *Oregon State University*, Major: Computer Science - Expected December 2022 • 3.55 GPA  
**Bachelor of Science**, *China Agricultural University*, Major: Food Science and Engineering - Completed June 2013

## COURSE WORK

Computer Graphics, Computer Animations, Operation System, Parallel programming, Functional Programming.  
Numerical linear algebra, Numerical solution of ordinary/partial differential equations.

## SKILLS

<b>Programming Language</b>	C, C++, Python, Haskell, OpenGL, OpenMP
<b>Software Knowledge</b>	Git, GitHub, Visual Studio, VS code, $\text{\LaTeX}$ , Ubuntu, MATLAB, Wireshark, Excel
<b>Communication</b>	Mandarin(native), English(Conversational)

## PUBLICATION

Yue Zhang , **Hongyu Nie** , and Eugene Zhang . *Degenerate Curve Bifurcations in 3D Linear Symmetric Tensor Fields*. Springer International Publishing, 2021. [Link to the Paper](#)

## COMPUTER SCIENCE PROJECTS

- |   |             |
|---|-------------|
| <b>3D Windmill implementation with animation</b>  | Fall 2019   |
| <ul style="list-style-type: none"><li>Used OpenGL as developed API rendered a 3D windmill finished in visual studio.</li><li>Animated the object by implementing rotated mesh blades and inside gears which function correctly.</li></ul>   |             |
| <b>Smallsh Shell implementation</b>   | Winter 2021 |
| <ul style="list-style-type: none"><li>Implemented the Smallsh included a subset of features of Bash shell.</li><li>The finished shell supports prompt, command execution, background and foreground processes in UNIX based system.</li></ul>   |             |
| <b>Monte Carlo Simulation</b>   | Spring 2021 |
| <ul style="list-style-type: none"><li>Generated a Monte Carlo simulation used OpenMP and CUDA-based methods to determine the range of outcomes for a series of parameters, and calculated the probability for each scenario.</li></ul>  |             |
| <b>NETFLIX recommendation system</b>  | Spring 2021 |
| <ul style="list-style-type: none"><li>Collaborated with two other team members to improve the user experience NETFLIX recommendation system by designing new features as well as producing prototype with Figma.</li><li>Analyzed multiple usage scenarios, produced corresponding solutions, and presented findings.</li></ul> |             |

## WORK EXPERIENCE

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|---|--|
| <b>Teaching Assistant</b><br><i>Oregon State University</i>   | March 2020 — Present<br>Corvallis, OR        |
| <ul style="list-style-type: none"><li>Aided faculties in courses include Parallel Programming(CS475/575), Programming Languages I(CS581), Introduction to Computer Networks(CS372), Introduction to Computer Graphics(CS450/550), Operating System II(CS344/444).</li><li>Conducted students in implementing and debugging coding projects.</li><li>Grading homework, lab reports, and exams.</li></ul> |  |
| <b>Research Assistant</b><br><i>Oregon State University, Computer Graphics and Visualization Group</i>  | September 2019 — March 2020<br>Corvallis, OR |
| <ul style="list-style-type: none"><li>Contributed to research paper published to the Springer Link.</li><li>Gave presentations including research progress and paper critiques in reading group.</li></ul>  |  |
| <b>Recruiter</b><br><i>Bytedance</i>  | 2017 — 2018<br>Beijing, China                |
| <ul style="list-style-type: none"><li>Sourcing for manager level position openings.</li></ul>   |  |
| <b>Technical Head Hunter</b><br><i>OfferCome</i>  | 2013 — 2017<br>Beijing, China                |
| <ul style="list-style-type: none"><li>Lead a recruiting group, Mentored 1 new employee and 2 interns.</li></ul>   |  |

## VOLUNTEER EXPERIENCE

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|---|-------------|
| <ul style="list-style-type: none"><li>Taught fundamental computer animation concepts to high school youth using the MIT 6.837 online curriculum</li></ul> | Summer 2020 |
| <ul style="list-style-type: none"><li>Served as a caregiver for children in Beijing daxing SOS orphanage.</li></ul>                                       | Summer 2012 |