Dong She
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Education

- **University of Copenhagen** — Copenhagen, Denmark
  M.S in Computer Science; — *08/2022 – Now*
- **Anhui University** — Hefei, China
  Bachelor of Software Engineering; GPA: 3.30/4.0 — *08/2012 – 06/2016*

Projects in Computer Graphics

- **Differentiable Implicit Soft-Body Simulation** — Copenhagen, Denmark
  C++, Python — *Advised by Prof. Kenny Erleben*
  - This is an ongoing project in preparation for my thesis. The primary objective is integrating a constraint-based contact model into a differentiable implicit soft body simulator.
- **Efficient and Stable Soft-Body Simulation** — Copenhagen, Denmark
  Python, CUDA — *Advised by Prof. Kenny Erleben*
  - Delved into FEM-based soft body simulations, mastering both spatial and temporal discretization while gaining proficiency in advanced collision detection and computing contact force algorithms.
  - Enhanced the collision detection system through Spatial Hashing in the narrow phase and employed GPU parallelization for contact point calculations. Implemented parallel Proximal solvers (Jacobi, Jacobi-Hybrid, and Gauss-Seidel schemes) for contact force computation and adopted a fully implicit time integration for velocity and position update.
- **GPU-based Particle System** — Copenhagen, Denmark
  C++, OpenGL — *Advised by Prof. Gabriel de la Cruz*
  - This is a GPU-based particle system, which enables the simulation of fluid, fire, and collision phenomena. The fluid simulation employs the Smoothed Particle Hydrodynamics (SPH) method, while the rendering of a 3D model is achieved through GPU Instancing using particles.
- **3DRender** — Copenhagen, Denmark
  C++, OpenGL
  - This is a basic 3D render engine based on OpenGL 3.3, which supports Blinn-Phong and PBR material model.

Publications

- **A New Logistics Distribution Scheme Based on NFC**
  *Jie Cui; **Dong She**; Jinyi Ma; Qingxin Wu; Jiaqiang Liu* — *Advised by Prof. Jie Cui*
  International Conference on Network and Information Systems for Computers (ICNISC)

Work Experience

- **Huolala Science & Technology Co., Ltd** — Beijing, China
  Senior Product Manager — *09/2021 - 06/2022*
  - Responsible for the overall planning of map search products. Including map search algorithm iteration, such as using a tree structure, online machine learning algorithm, etc., to optimize search ranking.
- **Baidu Inc.** — Beijing, China
  Senior Product Manager — *05/2018 - 09/2021*
  - Responsible for product design of growth product module in the Baidu search engine.
  - Realized the growth in the size of the search business by providing users with a better user experience and exploring the latest search modes;
  - Significantly boosted the page view by 5%
- **Xiaohongshu.com** — ShangHai, China
  Front-end Engineer — *04/2016 - 04/2018*
  - Responsible for the e-business front-end development, daily maintenance of the APP pages of product details, shopping carts and payments, member project front-end development and H5 page creations for promotion.

- **Alibaba Technology** Hangzhou, China
  Front-end Engineer Intern *07/2015 - 10/2015*
  - Participated in the work of supporting financial cloud business and used AngularJs, HTML, CSS and Gulp to complete the development of the console and web pages for the financial cloud security products.

Activities

- **SIGGRAPH 2023** Los Angeles,USA
  Stundet Volunteer *08/2023*
- **International Conference on Network and Information Systems for Computers** Wuhan,China
  Participant *01/2015*
- **Campus social interaction product "Pocket Xiao an"** Heifei, China
  Front-end Engineer *2013-2016*
- **National College Students' Innovation Project** Heifei, China
  Leader *2014-2015*

Honors & Awards

- Patent Certificate *12/2015*
- Third Prize for Academic Excell1ency, Anhui University *12/2014*
- First Prize in Science and Technology(group), Anhui University *12/2014*
- Gold Award in 2014 College Students' Entrepreneurship Competition *09/2014*
- Gold Award in 2014 Anhui College Students' Entrepreneurship Competition *06/2014*
- The Second Prize of "Hefei Lingda Cup" Logistics Design Competition *12/2013*
- National Guoyuan Scholarship *11/2013*

Skills

- **Porgramming Languages**: *Python, C++, CUDA, OpenGL, GLSL Shader, Javascript, HTML, CSS*
- **Software**: Latex, Blender, Git, Axure
- **Language**: Chinese(Native), English(Fluent, TOEFL 104)