Alexander Conrad Nied

Preferred Name: Conrad

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Objective

Engineering or Product Management Internship.
Field: Social Computing, Technology-mediated Communication

Education

Ph.D. (in progress), Computer Science and Engineering, *University of Washington*, 2013-present
Conducting research with: Gary Hsieh, Sean Munson

B.A., Computer Science, *Boston University*, 2007-2011
GPA: 3.75. Minor in Anthropology

Employment

Research Assistant, Human Computer Interaction Lab, *University of Washington* 2013-present
Current Project: *Data Mining Personal Values to Improve Online Deliberation:* Making a system to steer discussion in a constructive direction and create common ground by informing users of the values implicitly invoked in the discussion. Part of this is a data mining problem, using NLP or crowdsourcing to derive values from text, and part of this is a problem in creating a system that creates positive outcomes and does not cheapen discussion, but rather enriches it.
Prefab User Study: Evaluated internal software, an interface to modify UIs by reverse engineering their structure.
One Bus One Minute Away: Made alternative machine learning models to improve accuracy of bus arrival time predictions, used kNN and kernel regression.

Software Engineering Intern, Mobile Input Research Group, *Google* 2014
Android Keyboard Feature: Product Design, Data Collection, Machine Learning, Live Implementation, User Study, Viability Analysis.

Clinical Research Coordinator, Neuropsychology Lab, *Massachusetts General Hospital* 2011-2013
Various Neuroimaging Experiments: Examined the way our brains interpret language using EEG, MEG and MRI experiments. Programmed, Recruited, Conducted, and Analyzed. Used machine learning techniques such as clustering, network analysis, Kalman filters, and Granger causality.
Graphical Processing Stream: Made a Matlab GUI to automate the data processing pipeline and provide interactive feedback for users unfamiliar with programming.

Undergrad Research Assistant, Speech Lab, *Boston University* 2010-2011
Cortical Phoneme Perception: Created a model of phoneme discrimination with a self-organizing neural network.
CultMap: Simulated the spread of cultures over 2D, geographically constrained areas.

Skills

Programming	Proficient: Java, Matlab. Intermediate: Android, Python
Visualization	Excel, Tableau, Inkscape, Gimp, D3, HTML/CSS/Javascript
Languages	Native: English. Intermediate: Spanish, German

Publications

Dixon M, Nied A, Fogarty J. *Prefab Layers and Prefab Annotations: Extensible Pixel-Based Interpretation of Graphical Interfaces*. **UIST 2014**

Gow D, Nied A. *Rules from Words: A Dynamic Neural Basis for a Lawful Linguistic Process*. **PLoS ONE 2014**

Presentations & Posters

Gow D, Nied A. *Phonotactic Effects Come From the Top-Down: Evidence From Granger Analysis of Multimodal Imaging Data*. **Psychonomics 2012**

Gow D, Nied A, Ahlfors S. *A graphic user interface-based automated processing stream for Granger analysis of source space reconstructions of MEG/EEG data*. **Biomag 2012**

Nied A, Ahlfors S, Gow D. *Top-down influences produce a regressive phonotactic effect in speech perception*. **ICCNS 2012**

Nied A, Terzi E. *Simulating Influence on a Global Scale*. **NEUCS 2010**

Teaching Experience

Teaching Assistant, CSE332: Data Abstractions, *University of Washington*, Q4 2014

Teaching Assistant, CSE373: Data Structures and Algorithms, *University of Washington*, Q4 2013