Shen Ou-yang

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"Everything we imagine will turn into reality."

Education

Tsinghua University, Beijing, China **Sept. 2025 – Jun. 2028(expected)**
Software Engineering

Nanjing University, Nanjing, China **Sept. 2023 – Jun. 2025**
Computer Science and Technology *GPA: 4.62/5 Rank: 3/229*

Nanjing University, Nanjing, China **Sept. 2021 – Jun. 2023**
*Applied Chemistry** *GPA: 4.53/5 Rank: 5/119*

*My major was adjusted to Chemistry and Life Sciences when I first enrolled in university. During the first two years of my undergraduate studies, I studied both Applied Chemistry and Computer Science and Technology. Afterwards, I switched majors to study Computer Science. I was admitted to pursue Master degree at School of Software, Tsinghua University without entrance examination.

Research Interests

- Deep Learning
- Brain Computer Interface

Research Experiences

Scientific Research Intern Course **Jul. 2023 – Jun. 2024**
Supervised by Dr.Guihuan Feng, Software Institute in Nanjing University

- A compulsory course for CS students that allows them to freely choose research directions and mentors based on their personal interests.
- Developing an understanding of the background and fundamental knowledge of brain-computer interfaces (BCIs) by engaging with the literature.
- Trying to master the fundamental EEG-based BCI techniques and learning to apply machine learning for signal analysis and recognition through project-based practice.
- Leading a National College Students' Innovation training program.
- Applying for a Chinese patent.

Projects

EEG-Based Brain-Computer Interaction in Virtual Reality | *BCI, AI, VR* | link **Sept. 2023 - Dec. 2024**

- Hosted as a National College Students' Innovation Training Program (rated "Excellent" upon completion).
- **Motion Intention Recognition**: Proposing a method that uses a non-invasive brain-computer interface to read the user's motion intentions. These intentions are then parsed by a machine learning classifier into specific motion control signals (forward/turn left/turn right), enabling navigation in virtual reality environments via brain signals only.

Skills

Programming: C/C++, Python, PyTorch, Linux, MATLAB
Language: Chinese(Native), English(Fluent, CET-6 618, TOEFL 103(Speaking:25))

Student Work Experiences

Minister of the Publicity Department **Sept. 2025 - present**
Graduate Youth League, School of Software, Tsinghua University

Member of the Public Relations Department **Sept. 2025 - present**
Graduate Student Union, School of Software, Tsinghua University

Peer Mentor for Freshmen **Sept. 2024 - Jun. 2025**
Kaijia College, Nanjing University

Honors & Awards

- Zheng Gang Overseas Study Scholarship(30,000RMB), Jul. 2025
- Outstanding Graduate, May 2025
- Outstanding Student, Nov. 2024
- National Scholarship(1.4%), Oct. 2024
- the People's Scholarship(15%), Nov. 2023
- CCF-CSP top 6.8%, Dec. 2023
- Nanjing University Collegiate Programming Contest, Silver Medal(div.2), rk.7(11%), May 2023
- LeetCode Cup 2023 Spring Programming Contest, top 4%, May 2023
- Nanjing University Collegiate Programming Contest, Silver Medal(div.2), rk.9(13%), May 2022