

# SHEN OU-YANG

Nanjing University Xianlin Campus, 163 Xianlin Road, Qixia District, Nanjing  
☎ +86-13376064311 ✉ [shen.ouy03@gmail.com](mailto:shen.ouy03@gmail.com) 🌐 [github.com/yunzinan](https://github.com/yunzinan) 🌐 [yunzinan.top](https://yunzinan.top)

“Everything we imagine will turn into reality.”

## Education

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### Nanjing University, Nanjing, China

*Computer Science and Technology*

Sept. 2023 – Present

GPA: 4.59/5 Rank: 6/227

### Nanjing University, Nanjing, China

*Applied Chemistry\**

Sept. 2021 – June. 2023

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.

## Research Interests

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- Brain-Computer Interface
- Artificial Intelligence
- Deep Learning
- Computational Neuroscience

## Research Experiences

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### Research Intern

*Multimedia Lab, the Chinese University of Hong Kong(remote)*

Feb. 2024 – Present

*Mentored by Asst.Prof. Xiangyu Yue*

- Aiming to leverage the power of LLM for brain decoding and learning representations.
- Currently in early stage : )

### Scientific Research Intern Course

July 2023 – Present

*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.

## Projects

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### 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.
- Currently on the stage of planning & preparation.
- Aiming to
  - \* a) Enhance the interactive experience by integrating brain-computer interface (BCI) technology into virtual reality (VR).
  - \* b) Develop BCI technology that benefits the general public by utilizing VR as an application scenario.

## Skills

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**Programming:** C/C++, Python, PyTorch, Linux, MATLAB

**Language:** Chinese(Native), English(Fluent, CET-6 618, TOEFL 103(Speaking:25) )

## Honors & Awards

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- the People's Scholarship( $\leq 15\%$ ), 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