## Jinke He

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nttps://github.com/JINKEHE

in https://www.linkedin.com/in/jinke-he/

## **Education**

University of Liverpool

BSc Artificial Intelligence Year 2 overall average: 93.6% Liverpool, United Kingdom

Sep. 2016 - Jul. 2018 (expected)

Xi'an Jiaotong-Liverpool University (XJTLU)

BSc Information and Computing Science

Year 0 overall average: 72.4%; Year 1 overall average: 78.1%

Suzhou, China

Sep. 2014 - Jul.2016

**Expected Degree: First Class (Honours)** 

**Honors and Awards** 

University of Liverpool Liverpool, United Kingdom

O'Reilly Academic Prize Scheme 2017

The O'Reilly Academic Prize for the best performance on COMP201 Software Engineering.

University Of Liverpool XJTLU scholarship (two years, £ 4,338 each year) An international student, merited-based scholarship.

Aug. 2017

Feb. 2017

Xi'an Jiaotong-Liverpool University

. Meritorious Winner (top 15%) of 2016 Interdisciplinary Contest In Modeling

Suzhou, China Apr. 2016

Second Prize Winner of The Eighth Mathematical Contest In Modeling of Xi'an Jiaotong-Liverpool University

Dec. 2015 Sep. 2015

First Prize for the great performance in the social practice during the vacation of 2014-2015

Sep. 2015

· Certification for successfully completing the 24-hour Volunteer Work

Aug. 2015

**University Academic Excellence Award** The progression scholarship are awarded to XJTLU students for their outstanding academic performance in the previous academic year.

**Experience** 

Android Developer at JiangSu Youngerkingdom Electronic Technology Co., Ltd

Jan. 2016 - Feb. 2016

• Participated in 2016 Interdisciplinary Contest In Modeling (ICM)

Jan. 2016

• Participated in The Eighth Mathematical Contest In Modeling of Xi'an Jiaotong-Liverpool University

Dec. 2015

• Served as a voluntary teacher in Nanhua Primary School, Yunnan Province

Jun. 2015 - Jul. 2015 Sep. 2014 - Jun. 2015

• Served as a volunteer in XJTLU Youth Volunteers Association

Served as a member of academic department in XJTLU Science Inovation Association

Apr. 2015 - Sep. 2015

**Projects** 

DQN\_FlappyBird

Using Deep Q Learning algorithm to play the game Flappy Bird.

Jun. 2017

VitalScrapy

Apr. 2017

A spider that can automatically download study materials from vital website using Python and Scrapy library.

Mar. 2017

A simple 3D game using JMonkeyEngine.

MRSYS.ONLINE

Feb. 2017 - May. 2017

A movie recommendation website using user-based collaborative filtering algorithm.

Nov 2016

A Client-Server Chat Room using Java socket.

**Skills** 

**Programming Languages** 

Java Python \*\*\*

HTML/CSS

 C \*\*\*

JavaScript

Prolog C++

Matlab

**Frameworks** 

 Numpy \*\*\*

**JMonkeyEngine** \*\*\*1

Tensorflow

Keras

Scrapy

JQuerv

**Environments & Tools** 

Anaconda

Ubuntu \*\*\*

\*\*\* Eclipse

PyCharm

Git \*\*

## Additional Information

- Languages: Native Mandarin Chinese, Proficient English
- GRE Score: 170 (Quantitative Reasoning) and 153 (Verbal Reasoning) and 3.5 (Academic Writing)
- · Hobbies: Reading, Jogging, Programming, Music