

# Jinke He

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## Education

**University of Oxford**  
MSc Computer Science

**Oxford, United Kingdom**  
Oct. 2018 - Oct. 2019 (expected)

**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

## Honors and Awards

**University of Liverpool**

**Liverpool, United Kingdom**

- O'Reilly Academic Prize Scheme 2017** Aug. 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)** Feb. 2017  
An international student, merited-based scholarship.

**Xi'an Jiaotong-Liverpool University**

**Suzhou, China**

- Meritorious Winner (top 15%) of 2016 Interdisciplinary Contest In Modeling** Apr. 2016
- Second Prize Winner of The Eighth Mathematical Contest In Modeling of Xi'an Jiaotong-Liverpool University** Dec. 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** Sep. 2015
- University Academic Excellence Award** Aug. 2015  
The progression scholarship are awarded to XJTLU students for their outstanding academic performance in the previous academic year.

## Experience

- 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
- Served as a member of academic department in **XJTLU Science Innovation Association** Apr. 2015 - Sep. 2015
- Served as a volunteer in **XJTLU Youth Volunteers Association** Sep. 2014 - Jun. 2015

## Projects

- Adaptive Traffic Light Control Through Deep Reinforcement Learning** Sep. 2017 - May. 2018  
Using DQN/DRQN to adaptively control the traffic light of an intersection.
- DQN\_FlappyBird** Jun. 2017  
Using Deep Q Learning algorithm to play the game Flappy Bird.
- VitalScrapy** Apr. 2017  
A spider that can automatically download study materials from vital website using Python and Scrapy library.
- Arkanoid** Mar. 2017  
A simple 3D game using JMonkeyEngine.
- MRSYS.ONLINE** Feb. 2017 - May. 2017  
A movie recommendation website using user-based collaborative filtering algorithm.
- ChatRoom** 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 ★★★★★
- Tensorflow ★★★★★
- Keras ★★★★★
- Scrappy ★★
- JQuery ★★

### 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)