

Jinke He

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https://github.com/JINKEHE
jinkehe.github.io

Education

Xi'an Jiaotong-Liverpool University

BSc Information and Computing Science

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

Suzhou, China

Sep. 2014 - Jul. 2016

University of Liverpool

BSc Artificial Intelligence

Year 2 overall average: 93.6%

Liverpool, United Kingdom

Sep. 2016 - Jul. 2018 (expected)

Expected Degree: First Class (Honours)

Honors and Awards

Xi'an Jiaotong-Liverpool University

Suzhou, China

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

University of Liverpool

Liverpool, United Kingdom

- University Of Liverpool XJTLU scholarship (two years, £ 4,338 each year)** Feb. 2017
An international student, merited-based scholarship.
- O'Reilly Academic Prize Scheme 2017** Aug. 2017
The O'Reilly Academic Prize for the best performance on COMP201 Software Engineering.

Experience

Xi'an Jiaotong-Liverpool University

Suzhou, China

- Served as a volunteer in **XJTLU Youth Volunteers Association** Sep. 2014 - Jun. 2015
- Served as a member of academic department in **XJTLU Science Inovation Association** Apr. 2015 - Sep. 2016

Projects

- 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 ★★★★★
- Scrapy ★★
- JQuery ★★

Environments & Tools

- Anaconda ★★★★★
- Ubuntu ★★★★★
- Eclipse ★★★★★
- PyCharm ★★★★★
- Git ★★