Jinru Sui

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Education

University of Edinburgh | Edinburgh, UK   Sept 2024 – Nov 2025
- MSc Artificial Intelligence   (Expected) *GPA:* 3.77/4.0
- *Relevant Coursework:* Natural Language Processing, Deep Learning, Computer Vision, Reinforcement Learning

University of Warwick | Coventry, UK   Sept 2021 – June 2024
- BSc Statistics   *GPA:* 3.83/4.0
- *Relevant Coursework:* Statistical Modelling, Stochastic Processes, Mathematical Analysis, Linear Algebra

Experience

Gientech | Shanghai, China

Natural Language Processing Intern, Large Model Group   July 2023 – Sept 2023

- **■ Legal Q&A System Evaluation**
- Evaluated fine-tuned legal LLM QA performance via dataset creation, metric design, and results analysis.
- Expanded legal QA test dataset by 30% through 200+ self-instruct pairs generated using Chatgpt API.
- Developed multi-dimensional evaluation metrics: accuracy, recall, reasoning, calculations, and latency.
- Built automated testing pipeline scripts from input samples to visualised reports with iterative feedback.
- **■ Automotive Fault Named Entity Recognition**
- Built a training dataset for automotive fault entity recognition for downstream fault identification tasks.
- Developed automated data cleaning and rule-based labelling scripts, converting data into BIO-format training sets.

Projects

Churchill Reimagined: AI-driven Historical Learning | Edinburgh, UK

Project Lead   Sept 2024 – Nov 2024
- Directed immersive voice-based historical education tool featuring Churchill role-play interactions.
- Created 300+ role-play dialogues leveraging Character-LLM; fine-tuned LLAMA3.2-1B with Llama-Factory.
- Integrated Whisper and F5-TTS for speech recognition and synthesis, simulating Churchill's voice.

Tencent AI Arena Global Open Competition (Agent Game Algorithm Track) | Online

Team Lead   Aug 2024 – Nov 2024
- Led RL-based intelligent agent development for "Honour of Kings" 1v1 using PPO and LSTM actor-critic.
- Engineered complex multi-dimensional reward functions enhancing strategic decision-making.
- Improved agent win rate to 75.4% through curriculum learning strategies and action space constraints.

Perceive-Then-Plan: Visual Language Model Spatial Planning Enhancement Framework | Edinburgh, UK

Research Project   Jan 2025 – Mar 2025
- Developed cognitively decoupled multimodal RL framework (PTP) using GRPO for spatial reasoning tasks.
- Executed three-stage training: CoT cold-start, QA-based perception training, multi-step planning optimization.
- Demonstrated superior convergence speed and accuracy via comprehensive ablation studies.

Interactive Image Semantic Segmentation: Segment Everything for Cats & Dogs | Edinburgh, UK

Team Project   Feb 2025 – Apr 2025
- Built an interactive semantic segmentation system (cats, dogs, background) using point/box prompts.
- Managed Oxford-IIIT Pet dataset with normalization, label mapping, and augmentation for balance.
- Achieved 87.8% IoU by training the CNN decoder with a CLIP encoder using combined Focal and Dice Loss.

Skills

Programming Languages: Python, R, MATLAB

Interests: Calligraphy (Level 6), Electronic Keyboard (Level 6), Guitar, Board Games, Mobile/PC Gaming, Cooking.