Yuanhao JIANG

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Intro

- Seeking for a better learning environment and inspirations, I chose to move from mainland China to Hong Kong, then to Edinburgh, UK

- Being a math and statistics student, I also have great interests in the fields of computer science and graphic design, and I self-taught game development, web development and so on. Currently I am focusing on Machine Learning, Reinforcement Learning and related areas.

Education

- **The University of Edinburgh** — Scotland, UK
  BSc Hons Mathematics and Statistics — *Sept 2020 - Present (graduate in 2024)*
  Year 1: *First Class*
  Year 2: *First Class*
  Year 3: *Predicted First Class*

- **Hong Kong Baptist University** — Hong Kong
  BSc — *Sept 2019 - May 2020*
  Year 1: *cGPA: 3.72/4*
  Withdrew after year 1 and then came to the University of Edinburgh

Skills Summary

- **Programming Languages:** Python, Java, R, HTML, CSS, LaTeX, C, Processing, MIPS assembly
- **Tools & Frameworks:** VIM, PyTorch, Git, LWJGL, Bootstrap
- **Platforms:** Linux (Arch Based), MacOS, Windows
- **Languages:** English, Chinese (Mandarin)
- **Other skills: (Very Basic Level)** JavaScript, C++, Haskell, Swift, OpenGL, GLSL, Godot engine, SQLite

Research

- ***Mathematics of Reinforcement Learning with Applications to Quantitative Finance***
  Jun 2022 - Sep 2022
  - Construct environment for our quantitative finance scenario.
  - Implementing various algorithms including Actor-Critic, REINFORCE, and PPO to solve our problem.
  - Train, adjust and compare different algorithms for efficiency and effectiveness.
  - **GitHub repository:** github.com/Yuanhao-JIANG/RL-in-QF

Experience

- **Careers Service, the University of Edinburgh** — Part time
  WeChat Assistant — *Sept 2021 - Sep 2022*
  - In charge of the management of the WeChat account and related student and alumni groups
  - Searching and examining opportunities and events across UK and China and post to student and alumni groups
  - Contact various employer to ensure the accuracy of the opportunities provided

Projects

- **Light weight game engine:** Tech: Java, LWJGL, OpenGL, GLSL and so on.
  GitHub link: github.com/Yuanhao-JIANG/Java_game_engine

- **Translation with RNN/Transformer:** Tech: Machine Learning (RNN, Transformer), Python, PyTorch. GitHub link: github.com/Yuanhao-JIANG/ml-translation

- **Handwriting recognition with CNN structure (LeNet):** Tech: Machine Learning (CNN), Python, Pytorch. GitHub link: github.com/Yuanhao-JIANG/ml-handwriting-recognition

- **Light weight parkour game written by Processing:** Tech: Processing.
  GitHub link: github.com/Yuanhao-JIANG/Parkour_game