

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*
 Year 1: First Class
 Year 2: Predicted First Class

SKILLS SUMMARY

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

EXPERIENCE

- **Careers Service, the University of Edinburgh** Part time
• ***WeChat Assistant*** *Sept 2021 - Present*
 - 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