Yuanhao JIANG

Portfolio: yuanhao-jiang.github.io   Email: yuanhaoj214@gmail.com

Github: github.com/Yuanhao-JIANG   Mobile: +44 07410581013

Intro

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

- **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, SQLite
- **Platforms:**   Linux(Arch Based), MacOS, Windows
- **Languages:**   English, Chinese (Mandarin)
- **Other skills: (Very Basic Level)**   JavaScript, C++, Swift, OpenGL, GLSL, Godot engine

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