

# Yuanhao JIANG

Portfolio: [yuanhao-jiang.github.io](https://yuanhao-jiang.github.io)

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## INTRO

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- 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

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- **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

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- **Languages:** Python, Java, R, HTML, CSS, LaTeX, C, MIPS assembly
- **Tools:** PyTorch, Git, Bootstrap, SQLite
- **Platforms:** Linux(Arch), MacOS, Windows

## EXPERIENCE

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- **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

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- **Light weight game engine:** Tech: Java, LWJGL, OpenGL, GLSL and so on.  
GitHub link: [github.com/Yuanhao-JIANG/Java\\_game\\_engine](https://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](https://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](https://github.com/Yuanhao-JIANG/ml-handwriting-recognition)
- **Light weight parkour game written by Processing:** Tech: Processing.  
GitHub link: [github.com/Yuanhao-JIANG/Parkour\\_game](https://github.com/Yuanhao-JIANG/Parkour_game)