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Suzhou Industrial Park, Suzhou, Jiangsu Province, China

EDUCATION

10/18-06/21 **University of Birmingham, UK**

BSc in Artificial Intelligence and Computer Science

Current GPA:

09/17-05/18 **Kaplan-University of Liverpool, UK**

Foundation in Science and Engineering

Modules: Physical Sciences, Algorithms, Programming and Data Representation, Mathematics for Science and Engineering

RESEARCH EXPERIENCE

01/20-04/20 **Java Team Project**

Description: Designed a video game based on JavaFX, which supports hand gesture recognition to control players. The game has multiplayer mode and single-player mode.

Duties:

Designed User Interfaces(scenes, buttons and events, media, HP/XP bars etc.);

Worked on Single player mode and database, involving QLearning algorithm to train the computer player.

01/20-04/20 **Principal Component Analysis (Independent Project)**

Description: Projected high dimension dataset on a low dimensional space by applying PCA; Realized matrix computation and visualization of data distribution by using MATLAB.

Duties:

Dataset pre-processing including removing redundant data attributes, normalization and dividing data into training set and test set;

Found the covariance matrix, eigenvectors, and eigenvalues;

Projected training set on the first three principal components;

Plotted data on the three-dimensional space;

Repeated the process for the test set and compared the result.

10/19-12/19 **Software Engineering UML Analysis (Team of seven)**

Description: Used UML method to design an app that can handle users' sleep problems and wrote a report which is based on UML diagrams.

Duties:

In charge of the non-functional requirements, use case diagram, class diagram including noun/verb

analysis and responsibility-driven analysis, sequence diagram, one of the component diagrams and deployment diagram;
Did the tradeoff of the architecture and designed the prototype of our app.

01/19-03/19 **Maze Navigation and Mapping (Team of two)**

Description: Developed a program (java, Lejos) that enables the robot to navigate through a random maze and to map the maze as it goes along.

Duties:

Built the robot;
Designed a class which stores the maze information (occupied, danger zone and accessible coordinates) using a 2D array;
Designed a class which stores the robot's current position and heading including the getter and setter methods;
Designed a class of depth-first search tree structure. A node of the tree indicates an available position that the robot can traverse;
Designed the main class which is a while loop for the robot to explore the maze and to find a path which can go back to the original position;
Integrated the above classes.

10/18-12/18 **Rescue line (Lego EV3, Team of two)**

Description: Developed a program (Java, Lejos) that enables the robot to follow a black line. Developed our robot system to make certain actions when it detects some coloured-tape signals.

Duties:

Built the robot including wheels, color sensors and other parts;
Wrote the code which enables robot movement and rotations;
Wrote the code of how the robot follow the black line without exceeding its boundary, which includes the strategy of how the robot travel through curve line and junction;
Wrote the code related to color sensors and how the robot acts in terms of different color signals.

AWARDS

International Achievement Bursary (GBP 1,500), School of Computer Science, UoB 2020-2021
International Achievement Bursary (GBP 1,500), School of Computer Science, UoB 2019-2020
International Achievement Bursary (GBP 3,000), School of Computer Science, UoB 2018-2019

SKILLS

Programming: C, Java, MATLAB, Haskell, HTML, CSS
English: fluent in the study and daily use
Chinese: Native Speaker
Other interests & Hobbies: cooking, astronomy, gaming and classical music