

Sheng Li

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PERSONAL STATEMENT

I achieved my MSc degree in Artificial Intelligence at University of Edinburgh and BSc degree in Computer Science at University of Nottingham. I am actively seeking employment.

EDUCATION

- **University of Edinburgh** Central Campus
MSc Artificial Intelligence 2018/09 – 2019/08
- **University of Nottingham** Jubilee Campus & Ningbo Campus
BSc (Hons) Computer Science (First Class Degree: 71%) 2014/09 – 2018/07
- **Wujin Senior High School** Wujin, Changzhou
NCEE, Jiangsu proposition, Physics and Biology (1st in my class, 360/480=75%, A+, A+) 2011/09 – 2014/06

TRAINING AND SELF-LEARNING

- Time Management by University of California Irvine on Coursera 2018/12/19
- Python Data Representations by Rice University on Coursera 2018/06/11
- Python Programming Essentials by Rice University on Coursera 2018/06/06
- Business and Management Skills Summer School by University of Nottingham 2015/07/17

WORK EXPERIENCE

- **True Commerce** Shanghai
Software Developer 2019/12/02 – present
 - **Responsibilities:** develop EDI software, maintain existing software, Tier-3 customer support
 - **Skills:** C, .NET, XML, MS SQL

PROJECTS

- **Skeletal Parallelism:** A Stencil Skeleton for a DICE-Friendly Parallel Skeleton Library 2019/02 – 2019/08
- **Vision-based Range Detection:** Mono- and Stereo-vision depth estimation using OpenCV 2017/09 – 2018/05
- **3D Graphics:** 3D animation scene in C++ using legacy OpenGL 2018/04
- **2D Game Development:** Win Depth re-implementation in C++ using SDL2 2017/03 – 2017/04
- **Software Engineering Group Project:** Atari Centipede rebuilt in Java 2016/09 – 2017/04

AWARDS

- Midland HR Prize for Best Group Project 2017/04/15 • Head's Scholarship in Computer Science 2015/12/21
- Head's Scholarship in Computer Science 2016/12/19 • Distinction Scholarship, Wujin Senior High 2012 – 2014

SKILLS

- **Mandarin Chinese:** Native
- **English:** IELTS Band 7.0 (9.0/6.5/6.0/6.0) (2017); CET-6 (489) (2016); CET-4 (569) (2015).
- **C/C++:** I contributed to a parallel skeleton library in stencil project. I developed a 2D game using SDL2.
- **C#:** I worked as a .NET Software Engineer at True Commerce. I developed and maintained EDI software.
- **Java:** I did MVC development and 2D game development in Java.
- **Others:** Haskell, HTML, CSS, PHP, MySQL, JS, Python

REFERENCE LETTERS

References are available on request.

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