

# Sheng Li

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## PERSONAL STATEMENT

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

## EDUCATION

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- **University of Edinburgh** Central Campus  
*MSc Artificial Intelligence (Expect: Pass)* 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

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- 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

## PROJECTS

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- **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

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- Midland HR Prize for Best Group Project 2017/04/15 • Distinction Scholarship, Wujin Senior High 2014
- Head's Scholarship in Computer Science 2016/12/19 • Distinction Scholarship, Wujin Senior High 2013
- Head's Scholarship in Computer Science 2015/12/21 • Distinction Scholarship, Wujin Senior High 2012

## SKILLS

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- **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 mainly used C/C++ in recent stencil project. I did some game development using SDL2 and graphics using OpenGL.
- **Haskell:** I lightly used Haskell in a course.
- **Java:** I did some MVC development and game development in Java.
- **HTML, CSS, PHP, MySQL, JS:** I did web programming very lightly in a course.
- **Python:** My Python skill is very sketchy. I learnt it from some Coursera courses. They cover imperative programming paradigm in data science context, nothing about OOP.

## REFERENCE LETTERS

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References are available on request.

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