# Sheng Li

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### PERSONAL STATEMENT

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**

• 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

• 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**

• 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 • 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

- 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 leant it from some Coursera courses. They cover imperative programming paradigm in data sicence context, nothing about OOP.

#### Reference Letters

#### References are available on request.

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