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*
- Head's Scholarship in Computer Science — *2016/12/19*
- Head's Scholarship in Computer Science — *2015/12/21*
- Distinction Scholarship, Wujin Senior High — *2014*
- Distinction Scholarship, Wujin Senior High — *2013*
- 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.