

Sheng Li

Email: sheng.s.li@outlook.com
Website: shengsli.github.io
Tel: (00)86 13861280259

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, Top 30% 2018/09 – 2019/08
- **University of Nottingham** Jubilee Campus & Ningbo Campus
BSc (Hons) Computer Science, First Class Degree, Top 10%, Head's Scholarship in Computer Science 2014/09 – 2018/07
- **Wujin Senior High School** Wujin, Changzhou
NCEE Jiangsu 360/480=75%, Physics A+ and Biology A+, 1st in my class, Distinction Scholarship 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

- **TrueCommerce** Shanghai
Software Developer 2019/12/02 – 2020/04/08
 - **Responsibilities:** communicate with product department and specify software requirements; develop EDI software (Transaction Manager) in accordance with specifications; cooperate with QA to pass testing; collaborate with technical support and provide Tier-3 customer support; maintain and improve software features; document software specs and customer cases.
 - **Technologies:** use tools like C# .NET to process transactions and implement business logics.

PROJECTS

- **Skeletal Parallelism:** A Stencil Skeleton for a DICE-Friendly Parallel Skeleton Library 2019/02 – 2019/08
This project aims to expand an existing C++ skeleton-based parallel programming library based on DICE (Distributed Computing Environment) with stencil skeleton. This project applied stencil skeleton to multiple example applications and analyzed performance with comparison to single-thread and raw thread implementation.
- **Vision-based Range Detection:** Mono- and Stereo-vision depth estimation 2017/09 – 2018/05
This project implemented and analyzed multiple solutions to vision-based depth estimation making use of camera geometry, disparity etc.
- **2D Game Development:** Win Depth 2017/03 – 2017/04
This project is a knock-off of Win Depth game implemented with C++ and SDL2
- **Software Engineering Group Project:** Centipede Reload 2016/09 – 2017/04
Our team re-implemented Atari Centipede game with Java and Swing, and we were awarded best project prize.

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.
- **Java:** I did MVC development and 2D game development in Java.
- **Others:** Haskell, HTML, CSS, PHP, MySQL, JS, Python, C#

REFERENCE LETTERS

References are available on request.