

# Sheng Li

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## PERSONAL STATEMENT

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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

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- **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, Top 15%* 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

## WORK EXPERIENCE

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- **True Commerce** Shanghai  
*Software Developer* 2019/12/02 – 2020/04/08
  - **Responsibilities:** develop and maintain EDI software, provide Tier-3 customer support
  - **Technologies:** C#, .NET, XML, MS SQL

## 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 2017/09 – 2018/05
- **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
- UoN Head's Scholarship in Computer Science 2015 – 2016
- Wujin Senior High Distinction Scholarship 2012 – 2014

## 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 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

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References are available on request.