Sheng Li

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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.