Sheng Li

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Personal Statement

I am an MSc Artificial Intelligence student from the University of Edinburgh. I achieved my BSc in Computer Science at the University of Nottingham. I am now working on a skeletal parallelism project about stencil.

Education

- **University of Edinburgh** — Central Campus
  MSc Artificial Intelligence (Expected Degree: Pass) — *Sept 2018 – Aug 2019*
- **University of Nottingham** — Jubilee Campus & Ningbo Campus
  BSc (Hons) Computer Science (First Class Degree: 71%) — *Sept 2014 – July 2018*
- **Wujin Senior High School** — Wujin, Changzhou
  NCEE, Jiangsu proposition, Physics and Biology (1st in my class, 360/480=75%, A+, A+) — *Sept 2011 – June 2014*

Training and Self-Learning

- Time Management by University of California Irvine on Coursera — *Dec 2018*
- Python Data Representations by Rice University on Coursera — *June 2018*
- Python Programming Essentials by Rice University on Coursera — *June 2018*
- Business and Management Skills Summer School by University of Nottingham — *July 2015*

Projects

- **Skeletal Parallelism**: A Stencil Skeleton for a DICE-Friendly Parallel Skeleton Library — *Feb 2019 – Aug 2019*
- **Vision-based Range Detection**: Mono- and Stereo-vision depth estimation using OpenCV — *Sept 2017 – May 2018*
- **3D Graphics**: 3D animation scene in C++ using legacy OpenGL — *April 2018*
- **2D Game Development**: Win Depth re-implementation in C++ using SDL2 — *Mar 2017 – April 2017*
- **Software Engineering Group Project**: Atari Centipede rebuilt in Java — *Sept 2016 – April 2017*

Awards

- Midland HR Prize for Best Group Project *2016 – 2017* • Head's Scholarship in Computer Science *2014 – 2015*
- Head's Scholarship in Computer Science *2015 – 2016* • Distinction Scholarship, Wujin Senior High *2013 – 2014*

Skills

- **Mandarin Chinese**: Native
- **English**: IELTS Band 7.0 (9.0/6.5/6.0/6.0) (2017); CET-6 (2016); CET-4 (2015).
- **C/C++**: I mainly use C/C++ in current stencil project.
- **Haskell**: I lightly used Haskell in a course.
- **Java**: I did some game programming 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. It covers imperative programming paradigm in data sicence context, nothing about OOP.

Interests

- **Emacs**: I mainly use Emacs. I lightly use Vi/Vim.