Sheng Li

Email: sheng.s.li at outlook dot com
Website: https://shengsli.github.io

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

 $MSc\ Artificial\ Intelligence\ (Expect:\ Pass)$

Central Campus

Sept 2018 - Aug 2019

• University of Nottingham

BSc (Hons) Computer Science (First Class Degree: 71%)

Jubilee Campus & Ningbo Campus

Sept 2014 - July 2018

• Wujin Senior High School

NCEE, Jiangsu proposition, Physics and Biology (1st in my class, 360/480=75%, A+, A+)

Wujin, Changzhou Sept 2011 – June 2014

Training and Self-Learning

• Time Management by University of California Irvine on Coursera

Dec 2018

 $\bullet\,$ Python Data Representations by Rice University on Coursera

June 2018 June 2018

Python Programming Essentials by Rice University on Coursera
Business and Management Skills Summer School by University of Nottingham

June 2018 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.

If you are reading this CV on paper, embedded links are not visiable. Some PDF viewers do not highlight links, either. If you are reading this CV in PDF format, it might be outdated. The latest version is available at https://shengsli.github.io/misc/cv.html. This file is compiled on Wednesday 14th August, 2019 at 01:06