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

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

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

• 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

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
2D Game Development: Win Depth re-implementation in C++ using SDL2

 $April\ 2018$

• 2D Game Development. Will Depth 1e-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.

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