

Sheng Li

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PERSONAL STATEMENT

I am an MSc Artificial Intelligence student from University of Edinburgh. I achieved my BSc in Computer Science at University of Nottingham. I am actively seeking employment.

EDUCATION

- **University of Edinburgh** Central Campus
MSc Artificial Intelligence (Expect: Pass) 2018/09 – 2019/08
- **University of Nottingham** Jubilee Campus & Ningbo Campus
BSc (Hons) Computer Science (First Class Degree: 71%) 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

- 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

PROJECTS

- **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 using OpenCV 2017/09 – 2018/05
- **3D Graphics:** 3D animation scene in C++ using legacy OpenGL 2018/04
- **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

- Midland HR Prize for Best Group Project 2017/04/15
- Head's Scholarship in Computer Science 2016/12/19
- Head's Scholarship in Computer Science 2015/12/21
- Distinction Scholarship, Wujin Senior High 2014
- Distinction Scholarship, Wujin Senior High 2013
- Distinction Scholarship, Wujin Senior High 2012

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 mainly used C/C++ in recent stencil project. I did some game development using SDL2 and graphics using OpenGL.
- **Haskell:** I lightly used Haskell in a course.
- **Java:** I did some MVC development and game development in Java.
- **HTML, CSS, PHP, MySQL, JS:** I did web programming very lightly in a course.
- **Python:** My Python skill is very sketchy. I learnt it from some Coursera courses. They cover imperative programming paradigm in data science context, nothing about OOP.

REFERENCE LETTERS

References are available on request.

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