

# Sheng Li

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## PERSONAL STATEMENT

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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

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- **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

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- 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

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- **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

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- **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

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- **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

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References are available on request.