My passionate for Computer Science starts with computer games. I played a lot of computer games in my childhood. One day I was thinking what builds computer games, the most interesting things in the world, and can I build one? This idea had brought me to the Computer Science field. When I read the books about computer science (in Chinese version), I found that I enter a new world, a world with beautiful imagination made of logic, and in that moment I knew that this is the field that I can devote my heart to. At the age of 16, I create my first game, an adventure maze game where you need to collect the key as well as many different tools to pass a level. Since then I knew I can create many types of games.

However, my passionate for Computer Science did not stop, it got deeper. When choosing the course, my friends invited me to choose the Mechanical Engineering. But I rejected it and chose Computer Science instead because of my passionate. Because of my passionate, I participated in 24 hr gamejam activity, I was working on my own because I couldn’t find a partner and I create a puzzle board game with 5 maps named Yeti likes cookie in 24 hours with a lot of work including coding, drawing the picture and etc. Because of my passionate, I took some Photoshop lessons. Because of my passionate, I self-teach direct3D graphics.

However, it is not all about games. Math good…

It starts with computer games. I played a lot of computer games in my childhood. One day I was thinking what builds computer games, the most interesting things in the world, and can I build one? And suddenly I am so interested in Computer Science. I really want to know the inner architecture of the computers and how it runs a game. After that I have read many books about computer and programming in Chinese. At the age of 16, I create my first game, an adventure maze game where you need to collect the key as well as many different tools to pass a single level. And from then I knew I can create many types of games (except 3D games).

However, my passionate for game does not stop, but gets deeper. When choosing the course, most of my friends have chosen the Mechanical while I chose Computer Science because of my interest, I am totally able to pick Mechanical. The reason that I chose Computer Science over Game Design is that Game Design course teaches you how to be creative and how to make your game more attractive to customer. But what I want is to know the mechanism of programming a game, I want to make my game personalised, not to make it a merchandise. In the first year, I participated in 24 hr Gamejam, which is to create your game with given theme in 24 hours. It really requires the time management skills since making a game is more than programming, there are art designing, sound track designing as well. Besides I was working on my own with no partners whereas other people have their teams. I was not so sure what I want to create, I just did some programming and played it by ear. But finally I have created a puzzle board game named yeti likes cookie, and I created 5 maps for it. Later I also book Photoshop course because of games. I event self-teach direct3D because of games.

However, it does not continue with games. I have changed my mind that artificial intelligence is more worthy to learn. In the first year, in a lecture of Algorithm, we were learning the “Insertion Sort”, I was thinking that this method could run slower in some cases, is there any other ideas? Suddenly an idea just hit my mind, it was another sorting method and later I found that it is already invented and it is called bubble sort. Since then I knew I am really good at this.

Alpha go changed my mind completely. I am an intermediate player in go and in most of the time I can usually beat a computer agent. However, Alpha go can beat the legend Go player in the world with beautiful moves, this news shocked me. In second year I learned reinforcement learning and I knew that this is possible. It suddenly raised my interest in artificial intelligence. That is why in the third year I am working on a project that research on the deep reinforcement learning.

I also participated in a coding challenge in my second year. It is an event that opens to European. The objective is to write an algorithm to play the game and compete with other players. There is a mark scheme that can be used to calculate the scores. And Higher score gets better rank. Top 7 ranks can go to the final and compete again with modified rules. After the final, top 3 can get funding prize. And I got the 2nd prize with £2000. More info is in here: https://www.ahl.com/coderprize

I have also done many projects in teams such as GEC (Global Engineering Challenge), Design an app for my client (which was Liquid democracy voting app), forest fire simulation project and etc. I have learnt a lot of skills in this projects, like leadership, team work skills, time management skills and self-motivate skills and etc. And the most important thing I learn from these is that, to be a leader, we need to know everything.

I am looking forward to working with you.