CHAN YAT FU JACKY

📞 +852 64676899 ✉️ chanyatfu0616@gmail.com ⬡ chanyatfu in LinkedIn

Education

The University of Hong Kong   **Sept 2019 – Now**
BEng in Computer Engineering   *Advanced Courses GPA 3.46*
- 2022-2023 Year GPA: 3.85
- A+ in Operating Systems, Digital System Design, Probabilistic Systems Analysis
- A range in OOP and Java, Computer networks, Intro to DBMS, ML, AI, Algorithm design, Integrated design project

Buddhist Sin Tak College   **Sept 2013 - Jun 2019**
- **IELTS (2019)**: 8.5 in Reading, 7.5 in Listening
- **DSE English**: 5* in Speaking, 5 in Writing

Competitions, Honors and Awards

Winner – HKU Final Year Project Competition [Apr 2024]
- Distinguished as one of the **11 winners (top 8%)** among 136 HKU CE/EEE final year projects.

Finalist – HKU Generative AI Hackathon for Social Good [Oct 2023]   **Link**
- **Led a team of 5 developers** to secure **2nd runner-up** in the Productive Collaborative Work Award.
- Ranked as a **finalist out of 24 teams** by developing an ADHD-targeted application using **Spring Boot** and **React**.

Work Experience

NovBee Limited   **June 2023 – January 2024**
| *Full Stack Developer – Part-time*   *August 2023 – January 2024*
- Developing the company website and related API service using **Node.js**, **React**, and **Python**.
- Conceived and executed the **backend infrastructure** and **database schema** for the company utilizing **Azure**.
- Incorporated **user authentication** functionality into the system website.
- Ensured the website is **responsive** to provide an optimal user experience across different devices.
- Applied knowledge in **Node.js**, **React**, **TypeScript**, **Python**, **PostgreSQL**, **GraphQL**, **Azure**.

| *Software Developer – Intern*   *June 2023 – August 2023*
- Engineered a data processing pipeline that gather and cleanup **500+ hours of audio data** using **Python** and **Selenium**.
- Engineered a Singing Voice Synthesis model that result in high MOS utilizing **PyTorch**.
- Developing **5 pages** of the company website and related API service using **Node.js** and **React**.
- Applied knowledge in **Node.js**, **React**, **TypeScript**, **PostgreSQL**, **GraphQL**, **Azure**.

Homie Living   **May 2022 – August 2022**
| *Digital Marketing and Data Analytics Intern*   *August 2023 – January 2024*
- Enhanced Google search ranking of **10 keywords** to the **top 3 positions** through refined **SEO** strategies.
- Created **4 automated solutions** in Python for data visualization and analysis.
- Increased email open and engagement rates by **22%** and **17%** respectively by improving content quality.
- Applied knowledge in **Python** and **SEO**.

Projects

Wavy: Web-based Music Workstation (Individual)   **Demo Video**
- Enhanced UX with a **resizable, scrollable** canvas featuring **history**, **import/export**, and **clipboard** functionalities.
- Integrated backend voice synthesizer enabling the **generation of vocal tracks**.
- Provided an isolated library for **custom utilization** and **style modification**.
- Demo video: http://youtu.be/uQ2K_xgbq7g | Utilised: React, Node.js, TypeScript, Python, Jest, RTL, SCSS.

ICMS: Course Management Dashboard (Group)   **Demo Video**
- **Led a 5-people backend development team** and was fully responsible for the **frontend** and **database** of the application.
- Provides **real-time course schedules** and information based on the user's context and timing.
- Integrated a **facial recognition** component for login using **Python**.
- Utilised: Java, Spring Boot, React, TypeScript, Python, MySQL.

Hooks: React Hooks and Node.js Utilities Library (Individual)   **GitHub Repo**
- Designed a comprehensive collection of modular **React** hooks and **Node.js** utilities in **TypeScript**.
- Achieved **99% test coverage** using **Jest** and **React Testing Library**.
- Integrated **GitHub Actions** for automated code testing.
- Utilised: React, TypeScript, Jest, RTL, Github Actions, Rollup.

2-player Game (Java): Game Utilizing Socket and Multi-threading (Individual)   **GitHub Repo**
- Integrated **socket programming**, **multi-threading** to manage game state and user interactions.
- Implemented a dynamic **Java Swing** GUI for real-time game status updates and player interactions.
- Improved game stability by handling **network disruptions** and **player disconnections** effectively.

Technical Skills

Languages	Java, Node.js, TypeScript, JavaScript, Python, PHP, SQL, GraphQL
Frameworks & Tools	Spring Boot, React, Express.js, FastAPI
Cloud & DevOps	AWS, Azure, Terraform, Docker, GitHub Actions
Databases & ORM	Redis, MySQL, MongoDB, Hibernate, Prisma