Sizhe Yuen

56 Ridgeway Crescent, Orpington, BR6 9QP. ☐ (+44) 07481 116190

 12yuens2   in sizhe/   ✉ sy35@st-andrews.ac.uk

Education

2014-2019	**University of St. Andrews**, *MSci (Hons) Computer Science First Class*
2012-2014	**Shatin College, Hong Kong**, *Bilingual IB Diploma 35 points*

Skills and Abilities

PROGRAMMING LANGUAGES	Java, Python, C, Haskell, Javascript, Go, VBA
TOOLS AND FRAMEWORKS	Linux, Git, LaTeX, Node.js, Travis CI, Bosun

Work Experience

JUNE 2018-PRESENT	**Skyscanner, Edinburgh** Software Engineering Intern
	Working on the data platform team which provides logging, monitoring and alerting services for other teams in the company, centred around real time data. Our stack consists of open source technologies such as Kafka, OpenTSDB, Bosun and Grafana, deployed via containers on AWS.
JUNE-JULY 2017	**New Modern Technology Ltd. Hong Kong** Programmer Trainee (Summer)
	Worked on development for a financial analysis system including user interface, backend functionality and data maintenance with frameworks such as J2EE, Hibernate and GWT. Participated in support for a production software management suite including compatibility testing and maintenance.
MAY-AUGUST 2016	**KPMG China, Hong Kong** Trainee
	Wrote VBA modules in Word to create custom toolbars with useful macros. Designed HTML pages with CSS and JS for new branding and was responsible for internet/intranet updates for the multimedia team.
JUNE-AUGUST 2015	**HongKong International Terminals** Summer Intern
	Wrote VBA macros in Excel to transform data logs, helped business analyst with writing user specifications for system updates and worked on a project with other interns to raise fitness awareness in the workplace.

Awards

- University of St Andrews Dean's List (2019, 2018, 2017, 2016, 2015)
- Winner of the Morgan Stanley Challenge at Hack the Burgh, Edinburgh (2017)
- Medal for performance in Programming Projects module (2015)
- Shatin College Computer Science Outstanding Student Award (2014)

Projects

Settlers of Catan	Year long team project to create a digital Settlers of Catan board game. Worked in a team of 4 where I was responsible for the backend and AI in Java. Participated in inter-team discussions for a communication protocol that allowed a game to be played over different implementations.
Graph matching with lobsters *BSc dissertation*	Applied computer vision and on images of lobsters to represent their bodies as attributed graphs by detecting points of interest. Graph matching techniques were then used to discover and measure properties such as the lobster's size and maturity.
Dota 2 player prediction *MSci dissertation*	Used machine learning to predict the player behind the keyboard through behavioural features such as mouse movements and in-game decisions. Features were extracted and parsed from match replays and the performance of different combinations of features were compared.

Other activities

Hackathons and competitions	Participated in multiple hackathons and competitions such as Google Hashcode, UKIEPC, StacsHack and Hack the Burgh.
Community service	Worked as a volunteer at Fung Yuen Butterfly Reserve from 2010 to 2014.
Chinese calligraphy	Learned and practice Chinese calligraphy since 2005. Write Fai Chun annually during Chinese New Year for friends and family.