

Sizhe Yuen

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Education

2019-PRESENT	University of Southampton , <i>PhD in Engineering</i>
2014-2019	University of St. Andrews , <i>MSci (Hons) Computer Science First Class</i>
2012-2014	Shatin College, Hong Kong , <i>Bilingual IB Diploma 35 points</i>

Skills and Abilities

PROGRAMMING LANGUAGES	Java, Python, C, Haskell, Javascript, Go
TOOLS AND FRAMEWORKS	Linux, Git, L ^A T _E X, AWS, Node.js, Travis, Bosun

Work Experience

Skyscanner, Edinburgh *Software Engineering Intern* JUNE 2018-SEPTEMBER 2019
Part of the data platform team which provided logging, monitoring and alerting services for other teams in the company, centred around real time data. The stack consists of open source technologies such as Kafka, OpenTSDB, Bosun, Grafana and ELK deployed via containers on AWS through a variety of methods including AMIs and Ansible.

New Modern Technology Ltd. Hong Kong *Programmer Trainee (Summer)* JUNE-JULY 2017
Worked on development for a financial analysis system including user interface, backend functionality and data maintenance with frameworks such as J2EE, Hibernate and GWT. Supported a production software management suite with compatibility testing and maintenance.

KPMG China, Hong Kong *Trainee* MAY-AUGUST 2016
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.

HongKong International Terminals *Summer Intern* JUNE-AUGUST 2015
Wrote VBA macros in Excel to transform shipping 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

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

Projects

Settlers of Catan *Junior Honours project*
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 algorithms 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.