

Angus Tso

SOFTWARE ENGINEER

Cheung Sha Wan. Hong Kong

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Summary

Passionate and adaptive Computer Engineering graduate from The Chinese University of Hong Kong, specializing in Software Engineering. Proficient in developing robust web app and backend systems using various techstack, with a good understanding of full-stack development principles and software engineering design. Seeking to contribute and expand my technical knowledge to a forward-thinking organization.

Education

CUHK(The Chinese University of Hong Kong)

ShaTin, Hong Kong

B.ENG. IN COMPUTER ENGINEERING

Sep. 2017 - Nov. 2021

- Focus on Software engineering and Data Structures and Algorithms
- Final year project: Mobile Game(Unity) project

Cognitio College (Kowloon)

Kowloon City, Hong Kong

SECONDARY SCHOOL

Sep. 2011 - Jun. 2017

- DSE: Grade 5 in Information and Communication Technology
- scholarships and awards

Skills

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|---------------------------|--|
| Personal skill | 5+ programming experience, 4+ hand-on experience on Software engineering (Website, Game, backend), Computer literacy |
| DevOps | Docker, Git, Github, vite, PowerShell, bash, Expo CLI, Insomnia |
| Back-end | ExpressJS, REST API, Json-server, MongoDB, MySQL, Apache |
| Front-end | Redux, React, HTML5, CSS, SASS, TailWind |
| Programming | Node.js(Fluent), Kotlin, PHP, JAVA, C++, C# |
| Mobile development | React Native |
| Testing | Jest, Cypress |
| Languages | English(Proficiency), Cantonese(Native), Mandarin(Proficiency) |
| Misc | Godot, Unity, Unreal Engine, Android Studio, VSCode, LaTeX, Linux, generative AI |

Past Experience

Maze Cafe (Unity Mobile game)

CUHK

FINAL YEAR PROJECT

Jun. 2020 - Jun. 2021

- Implemented a turn-based RPG using Unity.
- Developed a grid-based system for a customizable cafe.
- Created a rarity system and a crafting system.
- Implemented a dynamic team-swapping system.
- Managed backend data for the entire game, primarily utilizing JSON.
- Wrote the documentation for the game using LaTeX.

Consultation forum (website)

CUHK

SCHOOL PROJECT

Sep. 2019 - Jun. 2020

- Implemented a server for the discussion forum using Apache HTTP Server.
- Developed a login and authentication system
- Maintained records in a database using MySQL along with PHP.
- Developed the backend and RESTful APIs using PHP, including fetching and storing APIs
- Created the website using HTML, CSS, and JavaScript.

Smart door Lock with Face recognition

CUHK

SCHOOL PROJECT

Jan. 2020 - Jun. 2020

- Developed a face recognition system using Python and Raspberry Pi with a groupmate.
- Installed Linux on the Raspberry Pi and connected a camera to it.
- Developed a dashboard website for users using CSS, HTML, PHP, and JavaScript
- Implemented a feature to send an email notification to users in case of unwanted access

Websites and react apps developing experience

Github

HAND-ON EXPERIENCE

2021 - 2024

- Developed website with HTML, CSS, Vanilla Javascript
- Created responsive designs using CSS Grid and Flexbox.
- Developed website with external API like (basketball referenc.com and openweather.com)
- Developed React app with react router and redux
- Using testing library like jest and Cypress

Certificate & Awards

ONLINE CERTIFICATE

2024 **Course Certificate**, JavaScript Algorithms and Data Structures

freecodecamp.

2022 **Grade 5 Certificate**, FullStack open 2022

University of

Helsinki

2020 **Grade 100% Course Certificate**, Programming for Everybody (Getting Started with Python)

University of

Michigan

2020 **Grade 100% Course Certificate**, Python Data Structure

University of

Michigan

SCHOOL CERTIFICATE

2016 **Participant**, Inter-School IT Elite Challenge 2016

Hong Kong

2014 - 16 **Scholarship**, Subject prize for Information and Communication Technology

Hong Kong