Yip Pui Wai (Chloe)

(852) 51160814 | chloe.yippw@gmail.com | Portfolio: https://chloewaiwai.github.io/

Education

THE HONG KONG POLYTECHNIC UNIVERSITY | SEP 2019~PRESENT
- Major: BSc (HONS) FINANCIAL TECHNOLOGY & ARTIFICIAL INTELLIGENCE
- GPA：3.14
- Scope of courses: develop intelligent software applications and innovative finance solutions.
- Example: COMPUTATIONAL THINKING AND PROBLEM SOLVING (A), COMPUTER NETWORKING (A-), ARTIFICIAL INTELLIGENCE (A-), INTRODUCTION TO DATA ANALYTICS (B+)

Work Experience

FRONTEND DEVELOPER (PART TIME) | SOCIF | MAR 2023 – PRESENT
- Designs and implements the user interface (UI) of websites or mobile applications for clients (e.g., KMB, HKCEC)
- Works closely with designers to create visually appealing and intuitive layouts.
- Develops and tests UI components.
- Collaborates with back-end developers to integrate front-end and back-end functionalities.
- Proficiency in HTML, CSS, JavaScript, and other relevant languages and frameworks (e.g., React, React Native)
- Experience in developing responsive and accessible designs.

PROGRAMMING INTERN | BIBO LIMITER | JAN 2022 – AUG 2022
- Analyzed over ten million records using Power BI, SQL, and Python to identify key insights and trends.
- Collaborated with Asiabots to enhance the Interactive Voice Response (IVR) calling system, resulting in a more seamless and efficient customer experience.
- Scrapped several websites, including Facebook, DBIZ, HelloToby, and recruitment web, using Python for HKT and BMW Hong Kong, providing valuable data for business decisions.
- Developed and implemented algorithms and models to solve complex business problems, such as merging two big datasets with different columns and analyzing the reason for a high volume of voice mail calls.
- Designed and created a form for appointment payment using JotForm, improving the payment process and increasing efficiency.

SUMMER INTERN | HKSAR - INLAND REVENUE DEPARTMENT (IRD) | JUN 2020 – AUG 2020
- Collected users' requirements and conducted system design and development of end user computer (EUC) applications.
- Oversaw implementation and testing of new EUC applications.
- Assisted in system maintenance and reviewed existing EUC applications.

Academic Projects_____

EMPATHETIC GENERATIVE CHATBOT | SEP 2022 – PRESENT
- Built a generative chatbot for children using Python and Pytorch.
- Designed a user interface for the chatbot using React.js and CSS.
- Referenced Transformers language model structure to understand utterance.
- Understand affective and cognitive emotions of users.
- Provide emotional support and communication to children aged 8- 13.

UTXO BLOCKCHAIN PLATFORM| SEP 2022 – NOV 2022
- Constructed a blockchain system using JavaScript.
- Created Blockchain, Block and Transaction classes to facilitate the blockchain system.
- Built a mining part containing dynamic difficulty and a Proof-of-Work algorithm.
- Able to make transactions in the blockchain.

HOUSE PRICES PREDICTION COMPETITION | SEP 2022 – DEC 2022
- Used the Ames Housing dataset from Kaggle to develop solutions to predict house prices using Python.
- Preprocessed data like data transformation to get a better prediction.
- Applied advanced regression techniques like gradient boosting, Deep Neural Networks to analyze and predict the final price of residential homes in Ames.
- Scored the top 10% of all teams in the leaderboard.

IN-MEMORY VIRTUAL FILE SYSTEM | SEP 2020 – NOV 2020
- Created an in-memory file system using Java.
- Enabled uniform access to files located in different host file systems.
- Created a command line interface tool to facilitate the use of virtual disks.
- Implemented requirements to do specific actions by defining input commands, such as *newDoc* to support the creation of a new document in the working directory and *changeDir* to support the change of the working directory.

SHOPPING MALL MAZE GAME | JAN 2020 – JAN 2020
- Created a maze game for the elderly using C#.
- Designed the game that provides cognitive training, i.e., they search and match the places in the map using a gamepad.
- Designed a 3D view using Unity.
- Worked with a group of two to produce the game, tested and modified it to meet expected performance.
- Served and provided the game to the elderly in two different centers.

Personal_____

SKILLS	· Proficient in Chinese word processing, Microsoft Office (Access, Word, Excel, PowerPoint)
	· Good knowledge of Python, JAVA, JavaSrcipt, SQL, C#, HTML, CSS, React.Js, React Navtive
LANGUAGE	· Native in Cantonese, Fluent in English and Mandarin
HOBBIES	· Making crafts, drawing, building 3d models and graphic design