

David Hua

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About Me

I am a computer science student from UBC. I am passionate about leveraging my skills in Web Development, Mobile Application Development, and UI/UX Design to create engaging and functional digital experiences. With a strong foundation in Software Engineering, I am adept at building scalable and efficient solutions that meet diverse business needs. Committed to continuous professional development, I aim to blend cutting-edge technology with practical applications to solve real-world challenges, ensuring I am always ready to contribute effectively to my team and adapt to the dynamic tech industry.

Education

Chinese University of Hong Kong, Shenzhen, BE in Computer Engineering June 2023 - August 2024

- GPA: 3.7/4.0

University of British Columbia, BS in Computer Science August 2024 - Present

- GPA: 4.33/4.33 (91.4/100)

Experience

QA Intern, GHz Technology Ltd. May 2025 – June 2025

- Conducted independent end-to-end testing of a hospital mobile application, covering full UI functionality prior to internal release.
- Designed and maintained 100+ structured test cases; identified 21 bugs and 4 usability issues, including 4 missed by the internal QA engineer.
- Collaborated with QA and developers to triage, report, and verify fixes using internal tracking tools.
- Supported UI design iteration in early stage of internship by adapting layouts based on evolving client requirements using Figma.

Undergraduate Research Assistant, CUHK(SZ) January 2024 – July 2024

- Developed and implemented a web crawler to automatically retrieve ESG reports from corporate websites, enhancing data acquisition efficiency.
- Converted PDF documents into text, increasing data accuracy and reliability.
- Employed advanced large language models to extract critical information from text, streamlining the data processing workflow.
- Created well-designed prompt, significantly reducing the incidence of hallucinated or inaccurate data by 4%, bolstering the integrity of research outcomes.

Finance Officer, CUHK(SZ) IEEE Student Branch August 2023 – July 2024

- Established financial oversight system for a 200+ member IEEE branch, managing reimbursements, student funding requests, and compliance with university policies.
- Initiated and managed a reimbursement project for IEEE membership fees, funded by the School of Science and Engineering, to boost student membership in the global IEEE community.

Projects

UBC Course Visual Planner View the project on GitHub

- Developed a course-visualizing and planning tool designed to assist students in planning their academic schedules and exploring future courses.
- Ensured accessibility by deploying the tool across multiple platforms, including a dedicated website and a PC application.
- Tools Used: JAVA, HTML/CSS, JavaScript

UBC MineCraft Player Engagement Analysis

[View the project on GitHub](#)

- Analyzed player behavior on a UBC-hosted Minecraft server using player and session data to identify which types of players contribute the most data, aiding targeted recruitment for future research.
- Tools Used: Python (JupyterNotebook)

Skills

Technical Skills

- **Programming Languages:** Python (Pandas, Scikit-learn, Numpy, Matplotlib, Altair, OpenAI API), Java, C, C++, JavaScript/TypeScript, R
 - **Testing:** Test case design, regression testing, bug tracking, defect triage, Testing & QA Documentation
 - **Data & Automation:** Data Cleaning, ETL Pipelines, Web Crawling, PDF/Text Extraction, Prompt Engineering
 - **Design Tools:** Figma, UI mockup adaptation, client-driven iteration
 - **Software Engineering:** Git/GitHub, Docker, VSCode, UML-based Architecture Design
 - **Web Development:** HTML, CSS, JavaScript
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Language

- English (Advanced)
- Mandarin (Proficient/Native)
- Shanghainese (Advanced)