

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

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| 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 (93.3/100) | |

Experience

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| Finance Officer , CUHK(SZ) IEEE Student Branch | August 2023 – July 2024 |
| • Pioneered the establishment of the finance department to professionalize budget management and financial oversight, previously managed by the branch leader. | |
| • 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. | |
| 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. | |

Projects

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|---|----------------------------|
| 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, Python (JupyterNotebook), 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

- **Python (Proficient):** Pandas, Scikit-learn, Numpy, Altair, Matplotlib, Openai
 - **R (Proficient)**
 - **Java (Proficient)**
 - **Racket (Basic)**
 - **Web Development (Basic)**
 - **Version Control:** Git, GitHub
 - **Software Architecture Design:** Proficient in creating and interpreting UML diagrams to outline and document software systems and processes.
 - **Prompt Engineering**
 - **Excel (Proficient)**
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Language

- **English (Advanced)**
- **Manderin (Proficient/Native)**
- **Shanghainese (Advanced)**