# Chiu, Mang Tik

Flat A, 36/F, Tower 5, The Coronation, 1 Yau Cheung Road, Yau Ma Tei, Hong Kong Email: <a href="mailto:mtchiu@connect.ust.hk">mtchiu@connect.ust.hk</a>, <a href="mailto:mtchiu@connect.ust.hk">mtchiu1003@gmail.com</a>, Contact number: +852 6350 6459

# **Education**

# Hong Kong University of Science and Technology

2014 - 2018

Bachelor of Engineering – CGA: 3.631, minor GPA: 4.12

• Major in Computer Science and Engineering, minor in Big Data Technology

# **University of California, Davis**

Sep - Dec 2016

Overseas Exchange Program – GPA: 3.85

# Leadership and other experiences

### Harvard - HKUST summer design experience

Jun - Jul 2017

Construction of Personal Electric Vehicle

Additional research in road detection and camera feed streaming and remote monitoring

# Signal Communication Ltd Internship

**Jul – Aug 2016** 

Engineering trainee

- Implemented email client, and P2P TCP/UDP hole punching for digital video recorders
- Cross compilation for customized ARM CPUs

### **HKUST Robotics Team, ROV**

2015 - 2016

Underwater robot sub team – Head of software, secretary

- Robot control system, UI, network communication design using Robot Operating System (ROS)
- Underwater camera image enhancement, object detection using OpenCV

### HKUST undergraduate research opportunity program

Feb - Aug 2017

Machine learning on wearable devices

- Emotion recognition of pedestrians from gait
- Data preprocessing, Naïve Bayes, SVMs and Artificial Neural Networks, performance optimization

# **Related projects**

# Santander product recommendation - Machine Learning

Recommendation system on Santander data using SVD, ANN, SVM and Naïve Bayes

#### ScholarsNet - Big Data Mining and Management

- Minimalistic paper portal using tf-idf vectorizer, similarity algorithms and Naïve Bayes
- Used SQLite, Scrapy, Urllib for system implementation

#### CloudCrime – Cloud computing and big data systems

• Criminal cases location analysis and visualization using k-means clustering on Amazon AWS

#### **MyOpenGL – Computer Graphics**

• Implementation of OpenGL library for model rendering, lighting and spatial transformationsd

#### Skills

**Programming languages** – C, C++, Python, Matlab, Java, SQL, chicken scheme **Frameworks** – scikit-learn, OpenCV, OpenGL, WinAPI **Languages** –Cantonese(Native), Mandarin(Native), English(Proficient)