# HANSON SUN

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# TECHNICAL SKILLS

Languages: C/C++, Python, JavaScript, Java, HTML/CSS, R, Unity C#, Bash, LATEX

Frameworks / Libraries: QT/QML, AWS, PyTorch, Jupyter, Django, Node.js, Scikit-learn, NumPy, TensorFlow Developer Tools: Git, Docker, Linux, Valgrind, MPLAB, GDB, GPROF, WSL, CMake/QMake, Unity, Hugging Face

### EXPERIENCE

#### **Embedded Software Engineer**

Jan. 2024 - Present

NZ Technologies

Vancouver, BC

- Led the **re-design** and implementation of a touchless medical device, from user-end software (**QT/QML**), microcontroller firmware (**C**), and API middleware (**C**++).
- Developed a **configurable**, **serializable**, and **stateful** data-representation system allowing idiomatic behaviour customization **without code**; received **positive** stakeholder feedback.
- Created a cross-compilation C++ build system with **Docker** and **CMake**, resulting in **10x** faster build times.
- Implemented Kalman filters and 3D gesture detection algorithms utilizing computational linear algebra and discrete calculus, increasing accuracy by 50% and performance to 400FPS.
- Designed **UDP** and **FTP** networking protocols, reducing communication latency by 40% and drop rates by 60%.

#### Data Engineer Research Assistant (Volunteer)

Nov. 2023 - Present

Pacific Laboratory for Artificial Intelligence (PLAI)

Vancouver, BC

- Spearheaded a data-processing pipeline for 200TB of Minecraft data with image and audio processing.
- Leveraged Python and the Whisper ASR model to produce time-stamped transcripts with 4x real-time speed.
- Designed Dataloaders/Datasets in **PyTorch**, integrating **variational autoencoders** to improve model training.
- Currently enhancing cloud integration for the data pipeline using AWS S3, DynamoDB, and AWS EC2.

## Undergraduate Teaching Assistant

Aug 2023 – Dec 2023

University of British Columbia

Vancouver, BC

• Instructed tutorial and lab sessions for  $\sim 100$  students, fostering discussions and addressing questions.

#### PROJECTS

MindVault | Python, SQL, HuggingFace, LangChain, SQLite, Numpy, Docker

- Dockerized local database and RAG agent for personal notes for accelerated learning and studying.
- Implemented a custom vector search database with FAISS and sqlite that runs 10x faster with a 50% smaller storage footprint compared to sqlite-vss.
- Developed a RAG chain with CoT prompting and an LLM-powered retrieval system using LangChain.

Managalator (nwHacks 2024) | React, JavaScript, Python, MongoDB, FastAPI, DeepL, cv2, pillow

- ML-powered manga translation and localization MVC web application for small manga artists.
- Implemented a React front-end with a REST API Python back-end with FastAPI and MongoDB.
- Utilized a pre-trained ML model for image segmentation, the DeepL API for translation, and cv2 for text infill.

Particle Physics 2D (PPhys2D) | JavaScript, Webpack, Node.js, JsDoc

- Designed a web-based **particle-physics** engine that supports constrained and fluid dynamics.
- Developed an **OOP**-based **API**, providing end-user abstraction and extensibility.
- Achieved >60 fps with 50,000+ particles, and improved simulation stability using spatial partitioning, numerical discretization, and hybrid impulse-position-based algorithms.

C++ Feed-forward Neural Network | C++, Valgrind, GDB, GPROF

- Constructed a multi-layer neural network and a matrix library, benchmarked with MNIST classification.
- Utilized thread-pools, vectorization, and cache efficient data processing to improve performance by 30x.
- Increased convergence with accuracy of 89% by implementing cross-entropy cost, hybrid hidden layers, etc.

#### EDUCATION

#### University of British Columbia

Vancouver, BC

2nd year, Bachelor of Science in Honours Computer Science, Minor in Data Science

2022 - 2027

• 96.4% Average, Science Scholar, Dean's List, Trek Excellence Scholarship, J Fred Muir Memorial Scholarship