



+852 60911090

<https://hokwanyin.netlify.app/>



soube009@gmail.com

Education

- 09/2020 -08/2022 - associate degree
Hong Kong Community College
Major in Information Technology
CGPA: 3.72 / 4.3
- 09/2022 - 08/2024 - Bachelor's Degree
The Hong Kong Polytechnic University
Major in Computing/ Computer Science
GPA: 3.29/ 4.3

Skills

- Java/
Spring Boot
- Python
MySQL
- Git, GitHub
- HTML
&CSS &
JavaScript
(React.js)

Projects

- 1/2024 - 4/2024
Web application
Environment: HTML, CSS, JavaScript, GitHub
Description: a web application that can track the progress of different groups in the course and the collaboration among the group members in GitHub using GitHub Api
Responsibility:
 - connect to the GitHub API to import repositories, pull requests, commits, issues, and other relevant data
 - display an interactive dashboard summarizing the project's and students' key metrics.
 - analyze commit frequency, code contribution, and issue participation. And use AI to generate conclusions for each group members.
- 1/2024 - 4/2024
Bluetooth-based localization system
Environment: Android, Java
Description: A mobile application that can collect information from the BLE beacons and display user's position in the map based on the Kalman filtering and trilateration
Responsibility:
 - Implement Kalman filter to reduce the noise of signal.
 - Implement trilateration algorithm to calculate the user's position.
 - Scan and collect information from the BLE beacons.
- 1/2024 - 4/2024
Web application
Environment: React, Java Spring Boot, Spring Data JPA
Description: Users can add new questions and set corresponding answers for the quiz. And take quizzes and receive a score along with the correct answers.
Responsibility:
 - Implemented the frontend using React and Vite
 - Implement RESTful API using Java with Spring Boot for the backend

Projects (Cont.)

9/2022 - 12/2023

Jungle chess game

Environment: Java, command line interface

Description: a jungle chess game that used the Model-View-Controller (MVC) architecture to manage game data and user interface components.

Responsibility:

- Designed game data manager and save load system.
- Produced deliverables for different phases of software development, such as software requirements specification, API design, unit testing.

1/2022 - 4/2022

Diet Application

Environment: Android, Java

Description: A mobile application that can log user daily calories intake from a variety of foods, and calculates the total calorie count, and saves the data for tracking over the time

Responsibility:

- Implemented functionalities include calculating total calorie, and display a graph for tracking over the time.
- Passing data between activities

9/2023 - 12/2023

Secure Database

Environment: MySQL, PHP, HTML & CSS

Description: A Database that must be exempt of SQL injection vulnerabilities

Responsibility:

- Implementing encryption mechanisms to secure sensitive data
- Develop a docker-compose stack to set up a LAMP stack

9/2021 - 12/2021

ATM machine simulation

Environment: Java

Description: A java program that simulates an ATM machine with GUI

Responsibility:

- Implementing methods for user to deposit, transfer, withdraw transactions.
- Design and implement GUI by using Swing API in Java

Work Experience

7/2023 - 8/2023

IT intern @ HK Electric

Responsibility:

- Using UiPath and C# to develop a new Robotic process automation project to download remote access system logs from SolarWinds automatically at daily.
- Debugging and testing on an existing complicated RPA project to fix the bugs.
- Updating the user guide for a new file management system which developed by HK Electric.