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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  
Spring Data  
JPA  
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 OpenAI' API 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.