

Lam Leung Yiu, Jason

Bachelor of Computer Science (Year 4)

The Chinese University of Hong Kong (CUHK)



Contact

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Project experience

- Timetable Course Planner on Web
 - Developed a full-stack web application to streamline university course scheduling and planning for students.
 - Engineered a RESTful back-end API to manage course data, user profiles, and comments.
 - Implemented a robust comment section with full CRUD.
 - Integrated JWT-based user authentication to secure protected routes and personalize the user experience.
- Split bill mobile app
 - A mobile application using React Native and Node.js
- ASL Educational Survival Game (Final Year Project)
 - A 2D educational game using Unity (C#) to teach American Sign Language through gamified survival mechanics.
 - Real-time computer vision pipeline using Python (MediaPipe) to track hand landmarks and recognize gesture
 - A dual-process architecture with UDP socket communication to transmit gesture data between the Python backend and Unity game engine in real-time.

Internship Experience

Internship – EMSD CCep team, Executive Officer I / ADS / RP3 [June – August 2024]

- Automation timesheet & calendar:
 - Python script to automate the distribution of weekly timesheets
- Documentation:
 - Documentation for technical workflows and user guides.

Internship – HeyBen, Software Engineering Intern [June 2025]

- WordPress site development
 - Managed theme selection, subscription, and plugin integration to build a functional and responsive layout.

Internship – InnoSpire Technology Limited, Software Engineering Intern [July – August 2025]

- AI-Powered Exam System:
 - Full-stack platform using Node.js/Express and Generative AI (Gemini 2.5) to automate the creation of academic exam papers and marking schemes.
- RAG Pipeline Engineering
 - Engineered a sophisticated data pipeline handling PDF conversion (Azure Document AI), text chunking (spaCy), and vector embeddings (Google Cloud) stored in Supabase (pg_vector).

Education

The Chinese University of Hong Kong (CUHK)

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cGPA: 3.202/4.000

tGPA: 3.494/4.000

Skills

- Programming Languages: Python, Java, C++, C, C#, R, SAS
- Web Development: JavaScript, HTML, CSS, Node.js
- Game & Media: Unity Engine, OpenCV/MediaPipe, Socket Programming
- Tools & Technologies: Git, REST APIs
- Languages: Proficient in Cantonese, Mandarin, and English.