

# CHEUNG, Chi Shan Jennifer



jennifer-cheung.github.io



csjcheung@connect.ust.hk



Jennifer-Cheung



6357 8260

## Education

BEng in Computer Engineering with Extended Major in Artificial Intelligence, HKUST

2022–Present

Expected graduation: December 2026

## Skills

<b>Proficient</b>	React, NextJS, HTML, CSS, Figma, Sass, TailwindCSS, Git, JavaScript, TypeScript, Python
<b>Intermediate</b>	Java, Microsoft SQL Server, Spring Boot, Linux
<b>Familiar</b>	PostgreSQL, MongoDB, FastAPI, Drizzle ORM, Storybook, Vitest, Docker

## Work Experience

Technology Consultant Intern, PwC

Jul 2025 – Present

- Full-stack development using **React (Ant Design)** and **Spring Boot** for enterprise web applications
- Conduct business analysis to gather client requirements, design UI flows, and support project management
- Work closely with analysts and developers using the Agile framework to deliver client-facing and technical solutions
- Independently developed an admin dashboard and interactive map feature, accelerating project delivery by 20%
- Designed consistent UI for application features in **Figma**, enhancing usability and visual coherence
- Conduct thorough end-of-sprint testing and ticket triage using Azure DevOps, ensuring bug-free releases

## Projects

AI-Based Group Discussion Exam Platform (Final Year Project)

Jun 2025 – Present

Web application that simulates the HKDSE group discussion speaking exam made for Hong Kong secondary school students

- Collaborate with a team of 4 to build an AI-powered assessment tool for secondary schools
- Lead frontend development with **NextJS** and **Mantine UI**; contributing backend logic with **FastAPI** and **Python**
- Coordinate sprint planning and task assignment as project manager, fostering team synergy and timely delivery
- Designed intuitive UI prototypes in **Figma**, integrating seamlessly with Mantine components
- Planning a UAT testing schedule with a school involving teachers and students

Morgan Stanley Code to Give Hackathon Runner Up

Aug 2024

- Worked with a team of 9 to develop a content management system for a charity using **React** and **FastAPI**
- Directed UI/UX design system in **Figma**, aligning with the charity's branding and accessibility standards
- Designed and implemented ~80% of the frontend codebase, ensuring a responsive and intuitive user experience
- Managed frontend team workflow, boosting delivery efficiency by 70%

UI/UX Team Leader, USThing

Jul 2024 – Jul 2025

Student-led school sponsored project developing mobile and web apps for HKUST students

- Led a team of 3 in designing responsive and cohesive web and mobile user interfaces using **Figma**
- Acted as liaison between UI/UX and development teams, facilitating smooth implementation of designs
- Developed a comprehensive design system with 4-pt spacing and contrast checks to ensure accessibility and consistency

Web Team Member, USThing

Feb 2024 – Present

- Collaborate with 9 Web Team members on frontend development with **NextJS** and **TailwindCSS**
- Contribute to frontend development of the library room booking page
- Provide UI/UX feedback and design suggestions to improve usability and intuitiveness and advocate user-centred designs

Intelligence Racing Team Member, HKUST Robotics Team

Jan – Oct 2023

- Led a subteam of 4 in developing an autonomous GPS-guided car for the RoboMagellan competition
- Utilized ArduPilot for navigation and control; experimented with Lua scripting for automation and hardware for precision
- Achieved 1st runner-up in RoboGames 2023, demonstrating technical versatility and hands-on problem solving

Volunteer Project Coordinator

2019 – Present

Coordinated and executed all documentation and design tasks for a large-scale annual charity event with 100+ participants

- Independently managed production of all paperwork, including certificates, name cards, and event materials using Adobe Illustrator and custom automation scripts with **JavaScript**

## Languages

Native Cantonese • Fluent English and Mandarin Chinese • Beginner Japanese and Spanish