

Wangpok Tse

crazytse@connect.hku.hk • (+852) 5575-9367 • GitHub • Website • LinkedIn • Google Scholar

Education

The University of Hong Kong B.Eng. in Computer Engineering (dual degree)	Hong Kong, China 9.2022 - 6.2027
The University of Hong Kong B.B.A. in Finance (dual degree)	Hong Kong, China 9.2022 - 6.2027

Professional Experience

PlayVision Games AI Computer Vision Engineer <ul style="list-style-type: none">Developed computer vision systems to detect human motion skeleton and measure pose parametersImplemented game logic and designed human computer interaction game in the Unity 2D	Hong Kong, China 12.2025 - 6.2026
BPS Global Group AI Developer Intern <ul style="list-style-type: none">Developed AI agent with RAG for document classification and file search, improving the efficiencyConducted business analysis using SWOT and PESTEL, helped to evaluate market of the products	Hong Kong, China 6.2025 - 9.2025
HKUST Intelligent Graphics Lab AI Research Assistant <ul style="list-style-type: none">Applied machine learning and deep learning to construct generative AI model and animationImplemented mesh fitting from character to SMPLX, enabling 3D reconstruction and asset generationSupervised by Prof. Yuan Liu	Hong Kong, China 6.2025 - 9.2025
HKU Computer Graphics and Visualization Lab AI Research Assistant <ul style="list-style-type: none">Collected and processed human motion datasets using Vicon mocap system, organized dataset recordsResponsible for Python development, Blender visualization, algorithm design, and AI model trainingSupervised by Prof. Taku Komura	Hong Kong, China 5.2024 - 4.2025

Leadership & Activities

Quantitative and Algorithmic Trading Strategy Development <ul style="list-style-type: none">Implemented deep learning stock prediction strategies with Python and Yahoo finance API
SentimentSage APP: AI-Powered Financial News Sentiment Analyzer <ul style="list-style-type: none">Developed a financial news analyzer using FinBERT for sentiment analysis and LangChain for RAG
Anime Face Generation Using Denoising Diffusion Probabilistic Models <ul style="list-style-type: none">Implemented a U-Net diffusion model using PyTorch to generate 100 unique anime-style faces
Cathay Pacific Hackathon 2024 (The World Semifinal Round) <ul style="list-style-type: none">Developed an AI vision monitor system to detect aircraft cabin garbage, reducing the manual costs
Hong Kong Hakka Associations <ul style="list-style-type: none">Participated as a part-time volunteer, helped to organize Hakka events and promote Hakka culture
BTP Yunnan Volunteer Teacher Program <ul style="list-style-type: none">Worked as a summer volunteer teacher in Yunnan, China, helped to teach science classes for kids

Research Publications

MotionPersona: Characteristics-aware Locomotion Control M Shi, W Liu, J Mei, W Tse , X Chen, T Komura	Arxiv Preprint 2025
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- A real-time deep learning character controller trained on a diverse dataset that can generate personalized motion

InterAct: A Large-Scale Dataset between Two People

Symposium on Computer Animation (SCA) 2025

L Ho, Y Huang, D Qin, M Shi, **W Tse**, W Liu, J Yamagishi, T Komura

- A Multi-modal mocap dataset for two person interactions, with an AI model to generate human interactions

Skills & Interests

Technical: Python, C++, Sklearn, PyTorch, NumPy, Pandas, Matplotlib, HTML, CSS, JavaScript, MySQL

Others: Vicon Motion Capture System, Blender, Unity, Figma, Microsoft Office, Canva, WordPress

Language: English, Mandarin, Cantonese

Interests: guitar, drawing, fencing, pop music