

WANGPOK TSE

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Education

The University of Hong Kong
B.Eng. in Computer Engineering

Hong Kong, China
9.2022 - 6.2027

The University of Hong Kong
B.B.A. in Finance

Hong Kong, China
9.2022 - 6.2027

Professional Experience

PlayVision Games

AI Computer Vision Engineer

Hong Kong, China
12.2025 - 6.2026

- Developed computer vision systems to detect human motion skeleton and measure pose parameters
- Implemented game logic and designed human computer interaction game in the Unity 2D

BPS Global Group

AI Developer Intern

Hong Kong, China
6.2025 - 9.2025

- Developed AI agent with RAG for document classification and file search, improving the efficiency
- Conducted business analysis using SWOT and PESTEL, helped to evaluate market of the products

HKUST Intelligent Graphics Lab

AI Research Intern

Hong Kong, China
6.2025 - 9.2025

- Applied deep learning techniques to implement SMPL fitting, helped to construct generative AI pipeline
- Supervised by **Prof. Yuan Liu**

HKU Computer Graphics and Visualization Lab

AI Research Intern

Hong Kong, China
5.2024 - 4.2025

- Used Vicon mocap to collect human motion dataset, helped for data visualization and AI model training
- Supervised by **Prof. Taku Komura**

Leadership & Activities

Quantitative and Algorithmic Trading Strategy Development

- Implemented deep learning stock prediction strategies with Python and Yahoo finance API

SentimentSage APP: AI-Powered Financial News Sentiment Analyzer

- Developed a financial news analyzer using FinBERT for sentiment analysis and LangChain for RAG

Anime Face Generation Using Denoising Diffusion Probabilistic Models

- Implemented a U-Net diffusion model using PyTorch to generate 100 unique anime-style faces

Cathay Pacific Hackathon 2024 (The World Semifinal Round)

- Developed an AI vision monitor system to detect aircraft cabin garbage, reducing the manual costs

Hong Kong Hakka Associations

- Participated as a part-time volunteer, helped to organize Hakka events and promote Hakka culture

BTP Yunnan Volunteer Teacher Program

- Worked as a summer volunteer teacher in Yunnan, China, helped to teach science classes for kids

Research Publications

MotionPersona: Characteristics-aware Locomotion Control

Arxiv Preprint 2025

M Shi, W Liu, J Mei, W Tse, X Chen, T Komura

- A real-time deep learning character controller trained on a diverse dataset that can generate personalized motion

- 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