

WANGPOK TSE

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Education

The University of Hong Kong <i>B.Eng. in Computer Engineering (dual degree)</i>	Hong Kong, China 9.2022 - 6.2026
The University of Hong Kong <i>B.B.A. in Finance (dual degree)</i>	Hong Kong, China 9.2022 - 6.2027
Heung To Middle School <i>HKDSE: 35/42</i>	Hong Kong, China 9.2019 - 6.2022

Professional Experience

PlayVision Games <i>AI Computer Vision Engineer</i> <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 <i>AI Developer Intern</i> <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 <i>AI Research Intern</i> <ul style="list-style-type: none">Applied deep learning methods to implement SMPL body fitting, helped to construct generative modelSupervised by Prof. Yuan Liu	Hong Kong, China 6.2025 - 9.2025
HKU Computer Graphics and Visualization Lab <i>AI Research Intern</i> <ul style="list-style-type: none">Used Vicon mocap to collect human motion dataset, helped for data visualization and model trainingSupervised by Prof. Taku Komura	Hong Kong, China 5.2024 - 4.2025

Activities & Volunteer

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 <i>M Shi, W Liu, J Mei, W Tse, X Chen, T Komura</i> <ul style="list-style-type: none">A real-time deep learning character controller trained on a diverse dataset that can generate personalized motion	Arxiv Preprint 2025
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- A Multi-modal mocap dataset for two person interactions, with an AI model to generate human interactions

Skills & Interests

Technical: Python, C++, Sklearn, PyTorch, HTML, CSS, JavaScript, MySQL, Vicon Mocap, Blender, Unity

Language: English, Mandarin, Cantonese

Interests: guitar, drawing, fencing, pop music