

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
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The University of Hong Kong <i>B.B.A. in Finance (dual degree)</i>	Hong Kong, China 9.2022 - 6.2027
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Professional Experience

PlayVision Games <i>AI Computer Vision Engineer</i>	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 <i>AI Developer Intern</i>	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 <i>AI Research Intern</i>	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 <i>AI Research Intern</i>	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	

Activities & Volunteer

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
<i>M Shi, W Liu, J Mei, W Tse, X Chen, T Komura</i>	
• 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