WANGPOK TSE

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Education

The University of Hong Kong — Hong Kong, China
B.Eng. in Computer Engineering (dual degree) — *9.2022 - 6.2026*

The University of Hong Kong — Hong Kong, China
B.B.A. in Finance (dual degree) — *9.2022 – 6.2027*

Heung To Middle School — Hong Kong, China
HKDSE: 35/42 — *9.2019 – 6.2022*

Professional Experience

PlayVision Games — Hong Kong, China
AI Computer Vision Intern — *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 — Hong Kong, China
AI Intern — *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 — Hong Kong, China
AI Research Intern — *6.2025 - 9.2025*
- Applied deep learning methods to implement SMPL body fitting, helped to construct generative model
- Supervised by Prof. Yuan Liu

HKU Computer Graphics and Visualization Lab — Hong Kong, China
AI Research Intern — *5.2024 - 4.2025*
- Used Vicon mocap to collect human motion dataset, helped for data visualization and 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
*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

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, HTML, CSS, JavaScript, MySQL, Vicon Mocap, Blender, Unity
Language: English, Mandarin, Cantonese
Interests: guitar, drawing, fencing, pop music