

# WANGPOK TSE

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## Education

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**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

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### **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**

## Activities & Volunteer

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### **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

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### **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**

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**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