

# Wangpok Tse

crazytse@connect.hku.hk • (+852) 5575-9367 • GitHub • Website • Linkedin • Google Scholar

## Education

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<b>The University of Hong Kong</b> B.Eng. in Computer Engineering (dual degree)	Hong Kong, China 9.2022 - 6.2027
<b>The University of Hong Kong</b> B.B.A. in Finance (dual degree)	Hong Kong, China 9.2022 - 6.2027

## Professional Experience

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<b>PlayVision Games</b> AI Computer Vision Engineer <ul style="list-style-type: none"><li>Developed computer vision systems to detect human motion skeleton and measure pose parameters</li><li>Implemented game logic and designed human computer interaction game in the Unity 2D</li></ul>	Hong Kong, China 12.2025 - 6.2026
<b>BPS Global Group</b> AI Developer Intern <ul style="list-style-type: none"><li>Developed AI agent with RAG for document classification and file search, improving the efficiency</li><li>Conducted business analysis using SWOT and PESTEL, helped to evaluate market of the products</li></ul>	Hong Kong, China 6.2025 - 9.2025
<b>HKUST Intelligent Graphics Lab</b> AI Research Intern <ul style="list-style-type: none"><li>Applied machine learning and deep learning to construct generative AI model and animation</li><li>Implemented mesh fitting from character to SMPLX, enabling 3D reconstruction and asset generation</li><li>Supervised by Prof. Yuan Liu</li></ul>	Hong Kong, China 6.2025 - 9.2025
<b>HKU Computer Graphics and Visualization Lab</b> AI Research Intern <ul style="list-style-type: none"><li>Collected and processed human motion datasets using Vicon mocap system, organized dataset records</li><li>Responsible for Python development, Blender visualization, algorithm design, and AI model training</li><li>Supervised by Prof. Taku Komura</li></ul>	Hong Kong, China 5.2024 - 4.2025

## Leadership & Activities

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<b>Quantitative and Algorithmic Trading Strategy Development</b> <ul style="list-style-type: none"><li>Implemented deep learning stock prediction strategies with Python and Yahoo finance API</li></ul>
<b>SentimentSage APP: AI-Powered Financial News Sentiment Analyzer</b> <ul style="list-style-type: none"><li>Developed a financial news analyzer using FinBERT for sentiment analysis and LangChain for RAG</li></ul>
<b>Anime Face Generation Using Denoising Diffusion Probabilistic Models</b> <ul style="list-style-type: none"><li>Implemented a U-Net diffusion model using PyTorch to generate 100 unique anime-style faces</li></ul>
<b>Cathay Pacific Hackathon 2024 (The World Semifinal Round)</b> <ul style="list-style-type: none"><li>Developed an AI vision monitor system to detect aircraft cabin garbage, reducing the manual costs</li></ul>
<b>Hong Kong Hakka Associations</b> <ul style="list-style-type: none"><li>Participated as a part-time volunteer, helped to organize Hakka events and promote Hakka culture</li></ul>
<b>BTP Yunnan Volunteer Teacher Program</b> <ul style="list-style-type: none"><li>Worked as a summer volunteer teacher in Yunnan, China, helped to teach science classes for kids</li></ul>

## Research Publications

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<b>MotionPersona: Characteristics-aware Locomotion Control</b> M Shi, W Liu, J Mei, <b>W Tse</b> , X Chen, T Komura	Arxiv Preprint 2025
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- 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

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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