

# WANGPOK TSE

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

## Education

---

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

## Professional Experience

---

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

## Activities & Volunteer

---

<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

---

<b>MotionPersona: Characteristics-aware Locomotion Control</b> <i>M Shi, W Liu, J Mei, W Tse, X Chen, T Komura</i> <ul style="list-style-type: none"><li>A real-time deep learning character controller trained on a diverse dataset that can generate personalized motion</li></ul>	Arxiv Preprint 2025
---	---------------------

- 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