

# WANGPOK TSE

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## Education

**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

**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 machine learning and deep learning to construct generative AI model and animation
- Implemented mesh fitting from character to SMPLX, enabling 3D reconstruction and asset generation
- Supervised by Prof. Yuan Liu

**HKU Computer Graphics and Visualization Lab**  
*AI Research Intern*

Hong Kong, China  
5.2024 - 4.2025

- Collected and processed human motion datasets using Vicon mocap system, organized dataset records
- Responsible for Python development, Blender visualization, algorithm design, and AI model training
- Supervised by Prof. Taku Komura

## Leadership & Activities

### 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

- 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