

YEUNG Ting Kit, Leo

- A year 3 computer science student

+852 6126 9430

leoyeung0614@gmail.com

<https://github.com/Leoyeung0614>

<https://leoyeung0614.github.io>

Education

HK Polytechnic University

- BSc (Hons) in **Computing**
- GPA: 3.1/ 4.3
- Expected graduation date: June, 2025

Summary

A self-motivated student with enthusiasm for programming, who enjoys every eureka moment, seeking for an internship/working opportunity to apply my expertise.

Technical Skill

Experienced in:

- Java
- C
- C#
- C++
- Python
- HTML5
- CSS
- Javascript

Languages

- Native in Cantonese
- Good communication in English
- Fluent communication in Mandarin

Soft Skill

Fast-learner

Communication

Teamwork

Self-learner

Problem solving

Project

“Healthy Beacon” | App | 2021

MIT App Inventor

- Developed hub-based mobile app that aims to promote a healthy lifestyle for the public, consisting of E-pet system, pedometer, body-data calculator and diet recommendations.
- Developed **computational thinking** and **problem-solving skill** by implementing the app's functions in the block-based programming environment.
- **Leading** and **managing** a small team in the development, such as mentoring, code reviewing and scheduling meetings.

“Eureka” | Prototype | 2023

Figma

- Designed graphic prototype of an educational mobile app for children, parents and teachers.
- Accumulated **UI/UX design** knowledge by designing a user-friendly interface.
- Performed **user requirement gathering** and **analysis** by arranging interviews and user story conversion.

Personal website | Website | 2024

HTML5/CSS3/Javascript

- Established a personal website for organizing a digital profile and displaying projects.
- Experienced in **web development** by devising an extendable website layout in the front end.

2D indie game | Game | 2024 - Ongoing

Unity, C#

- Developing a 2D tower defense game with procedural generation and turn-based strategy elements.
- Developed **algorithmic thinking** by devising a procedural generation algorithm.
- Practicing **continuous integration** by developing core systems in the game progressively.

Volunteer Experience

STEM Workshop Mentor | Jan - April, 2023

- Organized STEM workshop for underprivileged students in a secondary school.
- Designed the workshop curriculum/activities and prepared teaching materials for the lessons.
- Taught basic STEM knowledge in a 10-15 students class.
- Supervised and assisted students in product development for participating in a STEM competition.