Linus Tong Chun

Education and Activities

University of Edinburgh - BSc Computer Science   **Sep 2021 - Jun 2025**

- Modules learnt: Software Engineering, Software Design and Modelling, Algorithms and Data Structures, Computer Communications and Networks, Data Science, Computer Security, Mobile Robotics, Economics, Machine Learning

Pui Kiu College (Primary + Secondary Education)   **Sep 2009 - Jun 2021**

- A levels – Maths A*, Chemistry A*, Physics A*, English A

Experience/Volunteer

Edinburgh Hoppers - Committee   **Nov 2023 - Apr 2024**

Edinburgh Hoppers is an informatics society, and I was part of a team that organized events for university students. I mainly focused on event technical challenges and oversaw procurement:

- ADA Hack 2024: Organized a 12-hour hackathon, featuring prominent companies including Palantir, Smartsheet, Scot Logic, and Google. Each tech company presented their own hackathon challenge for students to complete, alongside workshops designed to allow meaningful interactions between students and industry professionals.

Code Cadets - Coding Tutor   **Jan 2024 - Mar 2024**

Tutored younger students from ages 9-12 after school:

- Taught less experienced students beginner coding skills such as Scratch and block coding.
- Taught more adept students basic Java and Python.

Projects

TickBox - University System Design Project   **Jan 2024 - Apr 2024**

As part of a team of 9, I played a key role in developing TickBox, a product that combines a phone lock box with a web application aimed to help users minimize phone distractions during work or study sessions:

- Followed agile development methodologies to develop a seamless web application.
- Created a custom API using Flask to interface the lock box's Raspberry Pi with the web application. Also made a database to store user data such as hours worked, friends list, number of tasks completed etc.
- Web app demo: https://youtu.be/I8zTqKyKqe4
- Tools used: Typescript, ReactJs, Python, Vite, Flask, Tailwindcss, FramerMotion

PizzaDronz – Drone Navigation System   **Sep 2023 - Dec 2023**

Developed a hypothetical drone system to deliver pizzas to university students. The goal was to create an algorithm that charts efficient flight paths for drones to pick up and deliver orders while avoiding no-fly-zones:

- Learned to use SpringBoot to create a web server and database for the service to run and store data.
- Created a custom A* algorithm tailored to drone navigation which was commended by my tutors.

PlaneGlobe - https://planeglobe.linustc.com/   **Nov 2023 - Dec 2023**

- Using Three.js, I developed a 3D representation of flights around the world. I Learned to use mathematical functions to convert Longitude Latitude airport coordinates to XYZ on globe and used Euler angles to represent rotations of planes around the globe. (Demo: https://youtu.be/m0mJknaS3p0)

Portfolio Website - https://www.linustc.com/   **Apr 2024 – Ongoing**

Portfolio website created using ReactJs, Javascript, and other external libraries. Displaying my most recent achievements, projects and a 3D avatar of myself!

Skills

- Strong academic and personal experience with Java, Kotlin, Python, Typescript, Javascript, React, NodeJs
- Academic Experience with C, C++, Haskell
- Proficient at Object Oriented Programming (Java, Python), Data Analysis (Pandas)
- Languages: English (Native), Cantonese (Native), Mandarin (Fluent)

Contact and Links

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Portfolio: https://www.linustc.com/

About

I am a third year CS student studying at the University of Edinburgh. My main interest lies in full stack development where I find satisfaction in creating and deploying applications, particularly websites. I am proficient in front-end design, such as using frameworks like React and NextJs, as well as back-end development, where I excel in creating APIs and databases using developer tools such as Flask and Springboot.

I consider my ability to self-learn and quickly grasp new concepts to be one of my main strengths. Whether engaged in personal or academic projects, I have always taken the initiative to independently learn new knowledge, and this has allowed me to quickly adapt to new circumstances and tackle new challenges effectively.

Hobbies – I have always loved creating content and so learned to use Adobe Premiere Pro and After Effects for video editing, often helping @https://www.youtube.com/@AndersonNguyen.Official with his YouTube videos.

I have notable experience working with teams both as a leader and a member. Coupled with my adaptability and quick grasps of new concepts, I am confident I would excel in a tech team environment.