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**

- NCUK Foundation – 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 focus on 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.

High School Student Union - Leisure and Cultural Secretary   **Sep 2019 - Jun 2021**

I was part of a student group aimed to enhance the overall school experience for students. I mainly focused on organizing and procuring leisure events for students.

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:

- Designed and built the web application of TickBox using React, TypeScript, and Vite.
- 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.
- Developed a notification detection system: Using a camera placed within the box and a pre-trained machine learning model to identify and alert users of essential notifications when phone is placed in the lock box.
- Web app demo: https://youtu.be/I8zTqKyKqe4

PizzaDronz - University Large Practical   **Sep 2023 - Dec 2023**

Developed a hypothetical drone system to deliver pizzas to 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)

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

Github: github.com/LinusTC

Email: tongchun030715@gmail.com

Phone: +44 7471083025