



JIM Tze Lau, Hogan

BA(HDT) Student · Second Major in Computer Science

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PROFESSIONAL SUMMARY

Second-year BA(HDT) student at The University of Hong Kong with a second major in **Computer Science**. Passionate about video game development, VR, and interactive media, with hands-on experience using C++, C#, Unity, and Unreal Engine. Seeking internships to apply programming and game design skills in real-world projects.

PROJECTS & EXPERIENCE



Arts Tech Lab – Student Helper

Jan–Mar 2026 · The University of Hong Kong

- Confirmed internship providing technical and logistical support for lab operations and student projects.

Technical Support · XR · HKU ATL



Nxia – Lead Programmer, Game Mechanics Designer

Current · HKU ATL GameMakers Group (HAGG)

- Design and implement core gameplay systems for a team-based game project.
- Collaborate with designers and artists to iterate quickly on mechanics and balancing.

C# · Unity · Game Development · HKU ATL



Wordle Clone – Programmer

Sep–Nov 2025 · The University of Hong Kong

- Implemented 6 modes (Standard, 4-letter, Hard, Infinite, Multiplayer, Quordle).
- Added leaderboard and in-game quit commands.

C++ · Game Design · Data Structures · Project Management



Behind Bars: Victoria Prison VR – Programmer

Feb–May 2025 · The University of Hong Kong

- Recreated Tai Kwun's B Hall in Unreal Engine for digital humanities teaching.
- Worked with Twinmotion and SketchUp assets to produce an immersive VR environment.

Unreal Engine · Twinmotion · SketchUp



Warlike Mech – Project Manager, Game Designer

Aug–Dec 2022 · Pui Ching Middle School · JFK scheme

- Developed a 2D action-platformer in a small team, responsible for project management, map design, mechanics design, and more.
- Delivered a playable demo on itch.io to showcase gameplay and narrative.

GameMaker Studio · Game Design · Project Management

EDUCATION

BA(HDT) – Humanities & Digital Technologies

Second Major: Computer Science

The University of Hong Kong · Sep 2024 – Aug 2028
(Expected)

cGPA: 3.67 (Year 1 Sem 2)

Relevant Coursework:

COMP1117 Computer Programming, COMP2113 Programming Technologies, COMP2120 Computer Organization, COMP2121 Discrete Mathematics, HUHD2205 XR in the Humanities, HUHD2100 Emerging Trends in Digital Practices, STAT1016 Data Science 101

STRENGTHS

Personal

Hard-working · Motivated · Quick learner
Team player

Technical

C++ · C# · Python · Pascal · Unity
Unreal Engine · Twinmotion · GameMaker Studio

LANGUAGES

Cantonese – Native

English – Professional (IELTS 8.5)

Mandarin – Proficient

INTERESTS

Video game design, programming, digital humanities, history, and philosophy.

AWARDS & HONORS

- La Salle – Pui Ching Programming Challenge**
Elite Award · La Salle College · Aug 2023
- Bebras Computational Thinking Challenge**
Gold Award (Top 10%) · Hong Kong · Apr 2019
- Pascal Contest (University of Waterloo)**
Certificate of Distinction (Top 25%) · Apr 2019
- Mr. Fong Ho Sing Scholarship**
Outstanding Math (Arts Classes) · Pui Ching Middle School · Jul 2023
- Mr. Wong Kai Ming Memorial Scholarship**
First in Class (x3) · Pui Ching Middle School · 2019, 2022, 2023

TEST SCORES

- IELTS:** 8.5 (C2) – Listening 9.0, Reading 9.0, Writing 7.5, Speaking 7.5 (Aug 2023)
- HKDSE:** 27 (Best 5) – English 5*, ICT 5*, Math M2 Econ 5 (Apr 2024)