



# 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



### Nyxia – 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,  
HUDT2205 XR in the Humanities,  
HUDT2100 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)