JIM Tze Lau, Hogan

BA(HDT) Student · Second Major in Computer Science

✉ jimtzelau@gmail.com ✉ hoganjim@connect.hku.hk 📞 +852 6601 1309 📍 Hong Kong

in https://linkedin.com/in/jimtzelau ○ https://github.com/SuperNoobCraft

PROFESSIONAL SUMMARY

Second-year **BA in Humanities and Digital Technologies** student at The University of Hong Kong, a first-of-its-kind interdisciplinary programme in Asia that fuses humanities training with digital technologies, data literacy, AI, and project-based learning to cultivate innovative problem-solvers. Also pursuing a second major in **Computer Science**.

Passionate about video game development, VR, and interactive media, with hands-on experience in C++, C#, Unity, and Unreal Engine. My humanities focus on philosophy enhances critical thinking, ethics, and user-centered design, enabling rigorous reasoning for responsible game mechanics, narrative design, and intuitive UX in immersive projects. Strong in prototyping, debugging, agile collaboration, and translating concepts into working demos for real-world tech pipelines.

PROJECTS & EXPERIENCE

Arts Tech Lab – Student Helper

Jan 2025–Current · The University of Hong Kong

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

`Technical Support · XR · HKU ATL`

Nyxia – Lead Programmer, Game Mechanics Designer

Mar 2025–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– 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 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 2 Sem 1)

Relevant Coursework:
COMP1117 Computer Programming,
COMP2113 Programming Technologies,
COMP2119 Data Structures and Algorithms (ongoing),
COMP2120 Computer Organization,
COMP2121 Discrete Mathematics,
HUDT2100 Emerging Trends in Digital Practices,
HUDT2205 XR in the Humanities,
BSIM3021 Web development (ongoing),
STAT1016 Data Science 101

STRENGTHS

Personal

Hard-working · Motivated · Quick learner · Team player · Independent

Technical

C++ · C# · Python · Pascal · HTML · Unity · Unreal Engine · Twinmotion

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)