

🎓 Education & Certifications			
University of California, Berkeley GPA: 3.5	August 2023–May 2027	Wharton, University of Pennsylvania (Coursera)	Jan 2024–March 2024
● Majors: Computer Science, Cognitive Science, Minor: Philosophy		● Online Coursera course on Business Foundations	
● Involvements:			
○ Political Computer Science, Board Member - UC Berkeley			
○ Open Computing Foundation - UC Berkeley			
University of Southern California GPA: 4.0	June 2021–July 2021	Chinese International School, Hong Kong	Aug 2009–May 2023
● Summer Program on 3D modelling in Maya		● International Baccalaureate (HL: Physics, Computer Science, Chinese B)	

💼 Professional Experience	
Link Health - Contract Full Stack Developer https://link-health.org/	Sep 2023–Present
● Successfully co-led the development of 'Link Health Vending Machine', an innovative app designed to streamline the process of signing up for US welfare programs.	
● Lead the collaboration efforts of a team of six to successfully build a feature-rich web application utilising cutting-edge technologies such as Svelte, Express.JS, Supabase, Docker, Terraform, Ubuntu, and Linode.	
Klima DAO - Part-Time Web3 Developer https://www.klimadao.finance/	Oct 2021–Oct 2022
● Contributed to the development of a green web3 decentralised application (dApp) that revolutionised the carbon credits industry by tokenizing carbon credits and promoting sustainability.	
● Participated actively in a DAO, collaborating with a diverse team to shape the vision and direction of the project.	
● Played a key role in building the dApp by employing technologies such as Web3.js, React, and Solidity. Leveraged Web3.js to interact with the Ethereum blockchain, implemented smart contracts using Solidity, and developed user-friendly interfaces with React.	
Voiijer - Digital Explorer https://voiijer.com/	Nov 2021–Sep 2022
● Worked as a key contributor on Voiijer's exploration bash social media mobile application, actively involved in both the feature development and backend design. Collaborated closely with the team to ensure seamless user experience and efficient data management.	
● Led the development of the company webpage, leveraging web technologies to create an engaging online presence that effectively showcased Voiijer's brand and offerings.	
● Provided valuable insights and expertise in the metaverse and NFT space, advising the company on strategy and actively building demos to explore potential applications and opportunities in this emerging field.	
● Successfully developed a versatile skill set for mobile application development, web design, and a deep understanding of emerging technologies such as the metaverse and NFTs.	
Trusted Node - Intern Web3 Developer https://app.trustednode.io/	Nov 2021
● Worked as a Frontend Developer at Frontend Liquid, a Shopify company, contributing to the development of their staking platform.	
● Successfully utilised Rust and Solidity programming languages to build the backend infrastructure and smart contracts for the staking platform, ensuring its robustness, security, and efficiency.	
● Collaborated with cross-functional teams to integrate the frontend with the backend, creating a seamless user experience and delivering a high-quality product to clients.	
Whub - Intern Web Developer https://www.whub.io/perks	July 2021–Sep 2021
● Designed and developed www.whub.io/perks, a platform dedicated to providing perks for entrepreneurs by entrepreneurs, showcasing curated lists of product and service deals to support startup growth.	
● Developed proficiency in video editing and animation using industry-standard tools such as Premiere Pro, Blender, and After Effects. Successfully created visually appealing and engaging videos, combining various elements to deliver compelling visual narratives.	
Open Source Developer https://github.com/TheArctesian?tab=repositories	June 2021–Present
● Contributed to over fifty open-source projects, including well-known ones such as Certbot, xMonad, RustWASM, Yabai, and Portmaster, which involved collaborating with diverse teams and contributing code enhancements.	
● Created and maintained libraries in the domains of Data Science, Svelte, and Natural Language Processing (NLP), empowering developers with efficient tools and enabling streamlined development processes.	
● Successfully developed and deployed various projects and applications, showcasing a diverse range of skills and expertise. These projects demonstrate my ability to conceptualise, design, and implement software solutions that meet specific business needs and deliver tangible results.	

🏆 Awards & Competitions	
SDG Hackathon	2022, 2023
● Won two prestigious Global STEM X SDG competitions hosted by Microsoft in collaboration with the United Nations, showcasing dedication and expertise in addressing the UN's social development goals through STEM (Science, Technology, Engineering, and Mathematics) initiatives.	
● Developed innovative solutions that effectively tackled pressing global challenges aligned with the UN's sustainable development goals.	
Ludum Dare & Brackeys Game Jam	2021, 2022, 2023
● Participated in multiple game jams, both individually and as part of a team, demonstrating exceptional skills in various disciplines of game development.	
● Created captivating 3D assets/art, developed code for gameplay mechanics, composed music, and implemented networking functionalities for three distinct games within the intense time frame of 72 hours each.	
HKU Academy for the Talented BEST CubeSat Competition	2022
● Lead a highly skilled team in designing and constructing a prototype satellite that leveraged spectroscopy, imaging, and AI technologies to detect population patterns and sources of deforestation.	
● Demonstrated exceptional leadership and project management skills throughout the development process, ensuring effective collaboration and timely execution of tasks.	
● Received recognition for the project's innovation and impact, resulting in the team to be awarded for our work in the field of satellite technology and environmental conservation.	

🎨 Skills/Interests		
🗣️ Languages	🎵 Music:	🔗 API:
● English	● Bass	Django, Express.js, Flask, Go Fiber, Prisma, Rocket, Springboot
● Mandarin (Traditional and Simplified)	● Guitar	💡 Creative Tools:
● Cantonese (Conversational)	● Piano	Adobe AE, Adobe Premiere Pro, Ardour, Bevy, Blender, Davinci Resolve, Maya, Logic
● French (Elementary)	● Played in School jazz band and gig band	☁️ Cloud Platforms:
🔗 Programming Languages:	🏀 Sports:	AWS, Azure, Cloudflare, Epik, GCP, Linode Vercel
● Bash	● Rugby (School & Club)	📦 DevOps Libraries: Terraform, Docker, Kubernetes
● C	● Diving (Advanced PADI)	💻 Frontend Utils:
● C++	● Basketball (School & Club)	Android, Electron, Flutter, Hugo, React, Svelte, Tailwind
● C#	● Football (Soccer) (HS and Uni IM league)	
● CSS	● Hiking (Climbed various mountains across the globe)	
● Go		
● Haskell		
● HTML		
● Java		
● JS		
● Solidity		
● Lisp		
● Lua		
● Python		
● R		
● Rust		
● SQL		
● TS		