CHOI LAM WONG

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**EDUCATION**

**2018-2021 University College London London, UK**

*BSc Computer Science*

▪ **Performance:** Completed 1st year with first-class (average 76.2%) and is working towards first-class for 2nd year

**2012-2018 Shenzhen College of International Education Shenzhen, China**

*A-levels Computer Science(A\*), Mathematics(A\*), Physics(A\*)*

▪ **Awards**: First Place in A2 Computer Science, First Place in A1 Computer Science, Third Place in G2 Computer Science, Duke of Edinburgh Award Silver

**EXPERIENCES**

**December 2016 – February 2017 Outsourced software development**

*programmer & project manager*

* Analyzed the requirements of the clients, in order to plan for the following development process
* Recruited developer for separated component of the project and coordinated the developments
* Developed an application with C++ and cocos2dx for retrieving and demonstrating data from a server

**September 2016 Fobisia creative coding competition**

*programmer & designer*

* Lead a team of 4 and managed game resources such as background music and visual
* Developed a video game with Python and pygame to participate in the competition

**June 2019 – October 2019 Machine Learning Coursera Course**

*learner*

* Learned and utilized various algorithms such as linear regression, logistic regression, PCA, etc.
* Implemented and trained a neural network with Octave to recognize hand-written 0-9 digits
* Developed an image compression program with Python and NumPy making use of K-means algorithm

**October 2019 TryHackMe CTF competition**

*participant*

* Reverse engineered several executable programs and analyzed the x86-64 assembly language
* Successfully completed two crackme challenges using the reverse-engineering framework radare2

**October 2019 – June 2020 Microsoft Eye-tracking Application Development**

*programmer & test engineer*

* In a group of 3, design and develop software that is optimized for eye-tracking devices usage with UWP in cooperation with Enable Group from Microsoft and publish the product on windows store
* Implement DevOps from the planning phase in the development lifecycle

**SKILLS & INTERESTS**

* **Languages:** English(proficiency), Chinese (native), Cantonese (native)
* **Technical Skills:** Java, C, C++, Python, Haskell, Git, Octave
* **Extracurricular:** Competed in Rainbow Six Siege University League representing UCL
* **Interests:** sci-fi movies, hiking, cycling, IT technology books and video games