



Sau Hang Alex Wong

Employment History

Part-Time Technical Intern, DXC Technology Enterprise Services (Hong Kong) Limited, Hong Kong

NOVEMBER 2024 – PRESENT

- Worked on documentation on function lists for the Hong Kong Transportation Department VALID system.
- Developed and implemented a PoC integrating VALID system with Consented Data Exchange Gateway CDEG for secure data exchange
- Duties involved: Tortoise SVN, WebLogic, Jakarta Servlet, Java, Oracle database, Postman, RESTful APIs, Technical Writing

STEM Researcher Intern, Soqqlle Hong Kong Limited, Hong Kong

JUNE 2024 – JULY 2024

- Participated the summer internship under the STEM Internship Scheme by ITC
- Worked on developing controllers for metaverse application and integrating the VR headsets (Meta Quest) into the application for testing.
- Duties involved: Game development with Unity game engine and Git Bash for version control

Part-Time Junior Programmer, eeVoices Limited, Hong Kong

FEBRUARY 2022 – FEBRUARY 2024

- Worked on the company website's new skin revamp, utilizing and managing AWS cloud services for deployment. Additionally, I utilized the company's code base to fulfill client requirements and implemented new features.
- Duties involved: Full stack development in ASP.Net Framework WebForms and MS SQL Express database. AWS EC2, S3 and RDS, Linux Scripting

Web Developer Intern, Mirum Hong Kong, Hong Kong

JUNE 2021 – AUGUST 2021

- Worked on a single web page application project for HKRI, focusing on their newest property development.
- Duties involved: Backend development with ASP.Net, Umbraco and MS SQL Express. Frontend development using React with Hooks, Style Components and JSON data.

Junior Software Engineer Intern, RH-Software Limited, Hong Kong

AUGUST 2020 – OCTOBER 2020

- Worked on the project Right Hand, an application that connects clients and handymen in Hong Kong.
- Duties involved: market research into modern UI, wireframe development in Adobe XD, frontend development in React.

Executive Assistant, EDCO International Limited, Hong Kong

OCTOBER 2014 – AUGUST 2020

- First assistant to CEO of a large import and export trading firm.
- Handled product sourcing and inspection of goods from reliable suppliers.
- Duties involved: arranging meetings with clients and suppliers; attending trade fairs shows; conducting site inspections; gathering new product information; preparing documentation for shipping and purchasing orders.

Details

Flat E/F, 8th Floor, Tower 2,
Sausalito, 1 Yuk Tai Street, Ma On
Shan, New Territories
Hong Kong
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alxwong1991@gmail.com

NATIONALITY

Chinese

Links

[GitHub](#)

[LinkedIn](#)

Skills

HTML & CSS

SQL

Java

JavaScript

Python

C#

MySQL

Bootstrap

ASP.NET

Unity

Git

Amazon AWS

Adobe Photoshop

Adobe Lightroom

Figma

Hobbies

Photography, Hiking, Tennis,
Basketball, Golf, Jogging, Coding

Education

Bachelor of Science (Honours) in Artificial Intelligence and Educational Technology, The Education University of Hong Kong, Hong Kong

SEPTEMBER 2023 – JUNE 2025

Entrance Scholarship 2023/24 for Senior Year Admission Offered by the Faculty of Liberal Arts and Social Sciences

Student representative 2023/2024

ABU Robocon Robotics team 2023/2024

Higher Diploma in Computer Studies (Mobile Applications and Game Development), Hong Kong College of Technology, Hong Kong

SEPTEMBER 2021 – JUNE 2023

Below are the projects I have completed in this program.

Plume Chat App (Android app development project)

- A final year project app focused on developing a badminton social app that allows users to share posts, create events and sell items, as well as providing premium membership with exclusive features.
- Tools used: Android Studio, Java and Firebase

Museum+ (iOS app development project)

- An app that displays a list of museums in Hong Kong and allows users to bookmark their favorite museums for easy reference.
- Tools used: Xcode, SwiftUI and API calls

Treasure Hunt (Unity 2d mobile game)

- A puzzle shooting 2D game where the objective is to shoot into the key shadow by navigating through obstacles to win and advance to the next level.
- Tools used: Unity, Visual Studio 2022 and C#

Catch the thief (Unity 3d mobile game)

- An infinite running 3D game where the objective is to catch the thief in order to win.
- Tools used: Unity, Visual Studio 2022 and C#

Logo (Full-stack web development project)

- A website that can connect internet communities, allowing users to engage in social interactions, play quiz games, and purchase fashion clothes and accessories.
- Tools used: Visual Studio Code, HTML, CSS, JavaScript, PHP and MYSQL

Languages

English

Cantonese

Mandarin