Andre Hui

A graduate with a First Honor MEng in Computer Science, looking to further develop skills in Game Development. A self-driven, motivated individual with strong C# proficiency looking to contribute to a team of developers and take on new challenges.

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Work Experience

Li & Fung, Hong Kong - Intern
July 2017 - Aug 2017
- Organized and updated a database of products supplied through the company
- Created a brochure to market the company to potential clients

Education

Durham University, Durham, UK
MEng - Computer Science - First Honors
Oct 2017 - July 2021
Modules - Game Development, Computer Graphics, Computer Vision, Security, Deep Learning, Natural Language Processing

Projects

A Deepdive into Tetris AI - Masters Project
A study of different technologies for training an NES Tetris agent

Virtual Tour of River Tees - 2nd Year Group Project
Working with a client (River Tees Rediscovered) to deliver a product as a group

VR Drum Simulator - Personal Project
A Unity-based virtual drum set, aiming to provide an immersive, true-to-life drumming experience as an alternative to physical drum kits

Extra-Curricular Activities

Durhack Hackathons
Nov 2017, Nov 2018
Participated in two group hackathons, contributing to the development of a Cycle-Trail Mapper and a VR Synesthesia Experience.

Secondary School Band
Sept 2014 - July 2017
Lead Guitarist for personal and school bands, playing in events ranging from competitions to musicals

Soft Skills

Teamwork, planning, time management, verbal and written communication

Hard Skills

Code review, proficiency with MS Visual Studio and Unity Engine, version control with Git

Programming Languages

C#, Python, C++, HTML, CSS, Java

Interests

Virtual and Augmented Reality, Video Games, Artificial Intelligence, Human-Computer Interaction, Music, Basketball, Boxing, Soccer, Maker