Andre Hui

EDUCATION

Integrated MEng in Computer Science   October 2017 - July 2021
Durham University, Durham, UK

- Awarded First Honors (>70% overall)
- Modules: Computer Vision, Deep Learning, Web Programming, Natural Language Processing

WORK EXPERIENCE

Volunteer Flutter Developer   November 2022 - Present
CollAction, Remote

- Implemented widgets and flows to accommodate commenting in a cross-platform mobile app
- Implemented unit tests to help increase testing coverage of the app
- Participated in weekly scrums to discuss progress and weekly goals
- Developed using the Domain Driven Design pattern

Intern   July 2017 - August 2017
Li & Fung, Hong Kong

- Organized and updated a database of products supplied through the company, to be more readable

PROJECTS

ReVox: Soundboard and Voice Changer   April 2022 - Present
Personal Open-Source Project - C++, Qt framework, Windows

- Developed a soundboard and voice changing software with real time sampling to the soundboard
- Intended to be used by live-streamers and voice-chat users, to make social interaction more fun and colorful
- Worked with end-users to identify problems with the UI and bugs

[GitHub Repo]

VR Drum Simulator   November 2021 - March 2022
Personal Project - C#, Unity Engine, C++, Blender

- Developed a virtual drum kit as a means to learn Unity/C# development
- Built a tool for learning/recording drum parts
- Used to record a [demo video]

Single RGB-Camera Gesture Detection   October 2019 - May 2020
University Bachelors Project - Python, OpenCV, Pytorch, CUDA

- Started this project with intent to integrate it into VR cheaply
- Created a Human-Computer Interaction interface that translates hand gestures and position to mouse input
- Used to perform a final project presentation

[GitHub Repo]

CONTACT

- Burnaby, BC, Canada
- +1-778-887-2840
- andre.tm.hui@gmail.com
- LinkedIn
- GitHub

SKILLS

Programming Languages:
- C++
- C#
- Python
- HTML/JavaScript/CSS
- Dart
- Java
- SQL

Soft Skills:
- Written/verbal communication
- Planning
- Attentive to detail
- Adept team worker

Software:
- Unity Engine
- Qt Creator
- Visual Studio
- Blender
- Slack

Tools and Frameworks:
- Git
- Docker
- Node.js
- Pytorch
- Qt
- JUCE

Operating Systems:
- Windows
- Linux

OTHER INTERESTS
- Virtual Reality
- Guitar/Music
- Basketball
- Boxing
- 3D Printing/making