Andre Hui

(+1) 778 887 2840 - andre.tm.hui@gmail.com - 4800 Westlawn Drive, Burnaby, BC V5C3R3
https://andre-tm-hui.github.io - https://github.com/andre-tm-hui

WORK EXPERIENCE

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

- Organized and updated a database of products supplied through the company to be more readable
- Created a brochure to market the company to potential clients

Cassie Donnie, Hong Kong— *Freelance Product Prototyper -* Mar 2022 - July 2022

- Communicated with a product designer to ensure designer intentions are properly kept
- Turned CAD drawings into 3D printed prototypes with 1 week turnaround times reliably

EDUCATION

Durham University, Durham, UK - October 2017 - July 2021

Masters of Engineering in Computer Science

- First Honors
- Modules: Software Engineering, Software Methodologies, Computer Vision, Deep Learning, Distributed Systems, Security, Web Programming, Recommender Systems, Natural Language Processing

SKILLS

Programming Languages: C#, Python, C++, HTML, CSS, Javascript

Software: Unity Engine, Visual Studio, Git

Libraries/APIs/Frameworks: Pytorch, openCV, Bootstrap, Node.js, JUCE, libsndfile, portaudio, numpy

Soft Skills: Teamwork, planning, written and verbal communication, attentive to detail

PROJECTS

River Tees Rediscovered Virtual Trail — *University Group Project - HTML, CSS, Javascript*

- Worked in a group of 6 using an Agile development process, with weekly Scrums
- Wrote Development Approach and Project Schedule sections of the Project Specification
- Discussed with the client about the requirements of the project
- Wrote backend functions for a web app, serving administrative functions for adding/removing/editing content
- Designed and implemented a frontend administrative panel using Bootstrap
- Wrote usage documentation for certain frontend and backend features
- Wrote Unit Tests for certain backend processes
- Presented at 2 product showcases for the client - one during the development cycle and one at the end

Virtual Soundboard — *Personal Project - C++*

- Used portaudio and libsndfile libraries for audio processing and input/output
- Used Windows Hooks to create a hotkey listener
- Implemented UI using the Qt framework
- Implemented file I/O for saving configurations and recording audio samples

VR Drum Simulator — *Personal Project - Unity Engine, C#, C++*

- Programmed and designed physics interactions and player controls to be highly realistic
- Solved problems regarding collision handling in Unity
- Designed and programmed unintrusive and robust user interfaces
- Supported MIDI output by writing a custom C++ plugin using the JUCE framework