TSUN MING ANDRE HUI

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A London-based Computer Science graduate and experienced indie developer, having successfully released 2 Windows applications to over 100 users. A capable full-stack developer, committed to ensuring great user experiences, looking to apply his expertise and contribute towards a company's exciting technology.

EDUCATION

Master of Computer Science, Durham University   Oct 2017 - Jun 2021
MEng, First Honours

- Modules: Software Engineering, Web Development, Networks, Algorithms and Data Structures
- Dissertations: *Hand Pose Detection using a Single RGB Camera* (Computer Vision, Machine Learning)
  Learning Tetris (Machine/Reinforcement Learning)

EXPERIENCE

CollAction   Remote
Frontend Developer - Volunteer   Nov 2022 - Present

- Independently increased test coverage of the mobile app by 30% through the creation of missing unit tests.
- Collaborated with cross-functional team of software engineers, designers and stake-holders to develop a content management system to interface with a pre-existing backend.
- Created reusable UI widgets as part of a widgetbook library, accessed by both the CMS and mobile app.
- Led pair programming sessions with a junior developer to foster knowledge sharing and skill development.

SKILLS

Languages	C++, Python, C# .NET, HTML5, CSS3, JavaScript, TypeScript, Dart, Java, SQL
Technologies	Git, GitHub, Unity, Flutter, React JS, JQuery, Bootstrap, Pytorch, Firebase, Node.js
Disciplines	Machine Learning, Mobile Development, RESTful APIs, Web Development, Agile/Scrum

PERSONAL PROJECTS

Sohstenahto Pedal - Infinite Sustain for Guitars

- Developed a VST plugin using the JUCE Framework and C++ to enhance sustain capabilities for guitars.
- Deployed a RESTful API on Firebase, programmed in TypeScript using Node.js, for handling user licensing.
- Designed and published a landing page, complete with a usage demo and feature outline.

ReVox: Software Soundboard and Voice Changer

- Released a C++ audio manipulation app for Windows, targeted at live-streamers and video-game players.
- Implemented multithreading in voice effects, achieving sub-85ms processing delays in real-time applications.
- Wrote comprehensive documentation and provided direct technical support to over 100 users.

Sideout - GeoJam 2022

- Released a 2D top-down survival game in Unity using C#, as part of a 3-day game jam.
- Introduced a unique economy by allowing players to collect sides from defeated hostile shapes, for use as ammunition, resulting in a 4th place finish for gameplay.