

# 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.

## 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 kits00

## 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

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## 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

