**Andre Hui**

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[https://andre-tm-hui.github.io](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