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Web Development & Design.

I'mPossible Project

PHP, HTML, CSS, jQuery

It is a course project to spread happiness moment to Hong Kong. Red-White-Blue tone are used in web site to represent old Hong Kong culture.



I'mPossible Project

PHP, HTML, CSS, jQuery

It is another web site design of the course project. Monotone design are used on the website to make clients focus on different photos.



JU Library System

C#, ASP.NET, HTML, CSS

It is a complete library system. Users can check borrowed records and search books information. Admin can modify book information and manage users.



Books Search

You can search the books by title or author.

Type

ISBN	Book Title
0136609112	Practical introduction to data structures and algorithm analysis : Java edition
0138504547	Java networking and communications
0201309955	JDBC database access with Java : a tutorial and annotated reference
0201309955	JDBC database access with Java : a tutorial and annotated reference
0201309955	JDBC database access with Java : a tutorial and annotated reference
0201571641	Java software solutions : foundations of program design
0201571641	Java software solutions : foundations of program design
0471147672	Practical objectoriented development in C and Java
0471976555	Developing Java software
0471976555	Developing Java software

Books Details

You can check the details of books above.

ISBN	0077075648
Book Title	SQL : the standard handbook : based on SQL 99
Author Name	Stephen John Carrman
Signum	Pubdh
Publication Info	London : McGraw-Hill, 1990
Publication Year	
Pages	242

Author administration

You can add, update or remove an author here. When an author is removed, please note that the author's books shall also be deleted.

Add a record

First Name	<input type="text"/>
Last Name	<input type="text"/>
Birth Year	<input type="text"/>

ID	First Name	Last Name	Birth Year	Action
110	Alexandria	Nora	1966	<input type="button" value="Update"/>
111	Allen I	Holub		<input type="button" value="Edit"/>
112	Anders	Ardic		<input type="button" value="Edit"/>
113	Anders	Forssl		<input type="button" value="Edit"/>
114	Anders	Moller	1932	<input type="button" value="Edit"/>
115	Anders	Nilsson		<input type="button" value="Edit"/>
116	Anders	Peterson		<input type="button" value="Edit"/>
117	Anders G	Nilsson		<input type="button" value="Edit"/>
118	Andrew	Morik		<input type="button" value="Edit"/>
119	Andy	Rathbone		<input type="button" value="Edit"/>

Library System

Navigation Bar

- Public Section
- Book Search
- Book Browse
- Borrower Section
- Borrowed Books
- Admin Section
- Author Administration
- Borrower Administration
- Book Administration

Author administration

You can add, update or remove an author here. When an author is removed, please note that the author's books shall also be deleted.

Add a record

First Name	<input type="text" value="TEST"/>
Last Name	<input type="text" value="TEST"/>
Birth Year	<input type="text" value="1967"/> <input type="button" value="X"/>

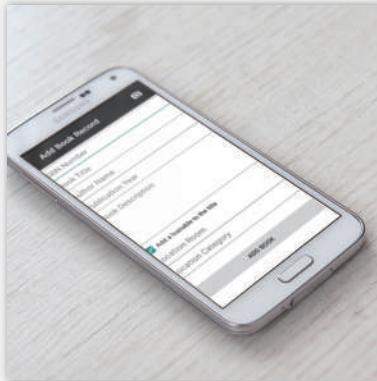
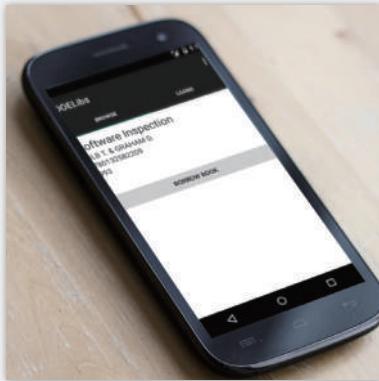
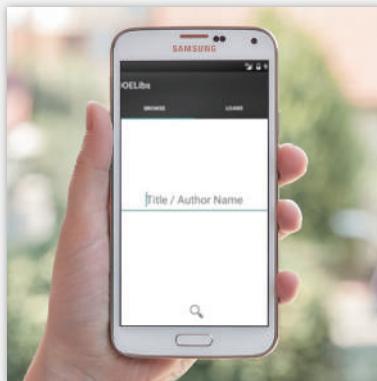
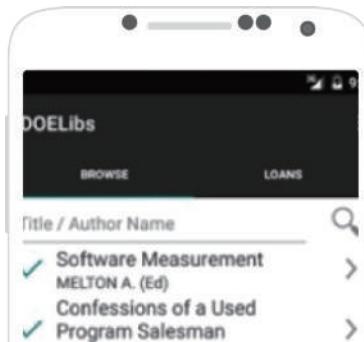
ID	First Name	Last Name
110	AlexandriaTESTING	NoraTESTING
111	Allen I	Holub
112	Anders	Ardic
113	Anders	Forssl

10 Applications Development & Design.

JU Library Mobile

Java, Android Application

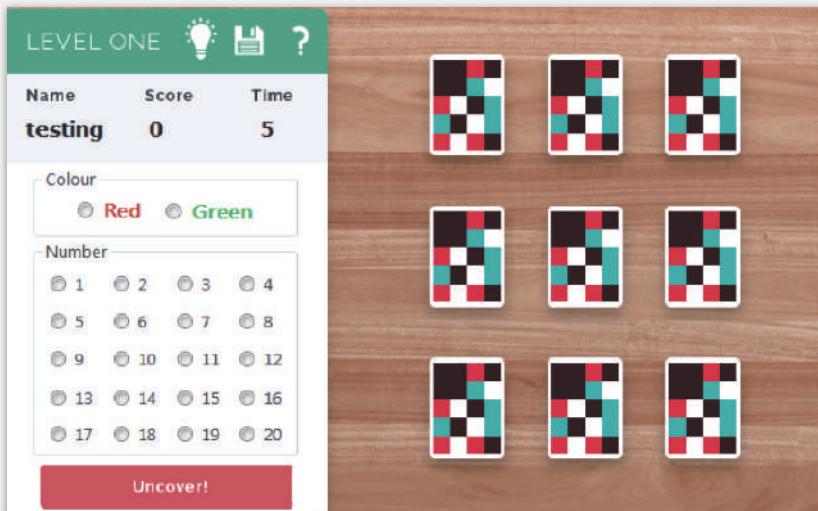
Not only searching book information, but users can also extend their book loans and make a booking. Admin can add new books by scanning ISBN number.



Memory Master Game

C++, WPF UI Framework

It is a memory order game that can train the player's brain to remember different cards in the different location in a short period. The game application is written in C++ language with the Microsoft Visual Studio development environment.



The image contains three smaller screenshots of the game's user interface:

- Welcome Screen:** Shows 'WELCOME testing' at the top. Below it are three buttons: 'Level one' (green), 'Level two' (purple), and 'Level three' (blue). At the bottom is a radio button group for 'Normal' (selected) and 'Extreme'.
- My Ranking Screen:** Shows a table with 'Time used' and 'Score' columns. The data is:

Time used	Score
08:31	81
10:01	23
09:11	18
- Ranking Screen:** Shows a table with 'Name' and 'Scores' columns. The data is:

Name	Scores
Lok	81
Andrew	68
Cely	50
Candy	33



< SIGN UP IN SECONDS

Nick Name

Username for log-in

Password

Sign me up!

USER LOGIN

Username

Password

Login to the game

New here? [Sign-up.](#)

< GAME RESULT

Congratulations! All cards are indicated!
This is your game result of this round:

Time used: 09:57
Scores: 312

✓ 12 trials ✗ 08 trials

OK

< GAME PROCESS SAVED

The game process had been saved.
See you next time!

Quit the game

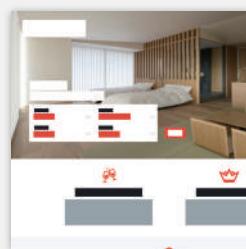
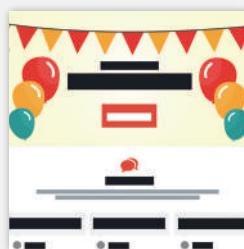
UI / UX Design.

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Events Booking Website

Adobe Illustrator

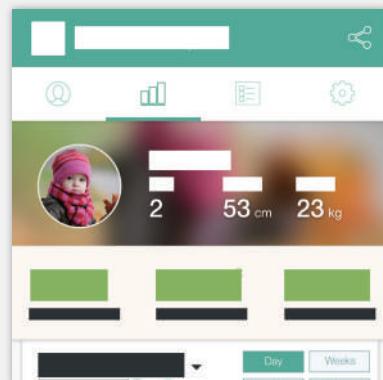
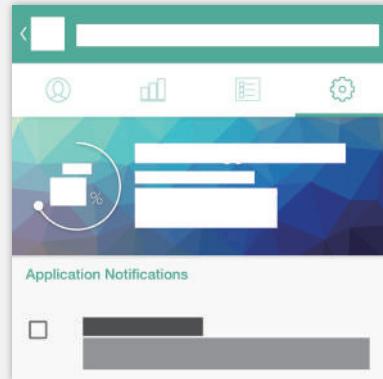
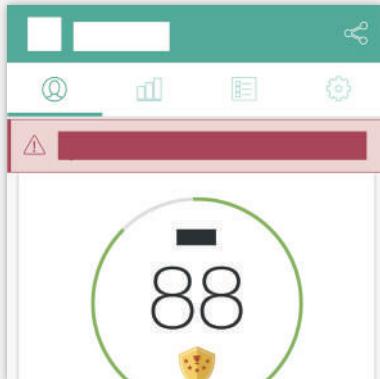
It is an event booking website design for users to search available periods and make a booking. Different promotions are shown in the homepage. I worked with the client to figure out the website structure and content. The main aim was to create a simple website that showcased the service offering of the company.



Health Application

Adobe Illustrator

It is a health mobile application for users to track their health status. The main aim was to create a simple user interface that users can understand their improvement directly. Therefore, I focused on making sure that every element in this app is simple and direct.





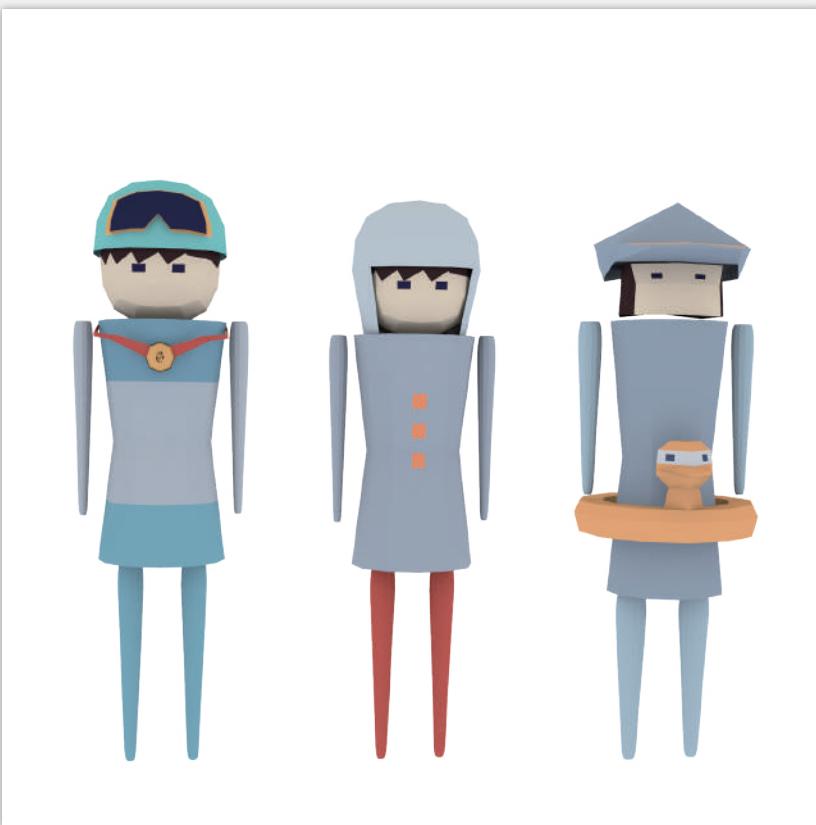
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3D Rendering & Animation Design.

Character Models

Blender

It is a course work that is building characters models using Blender Software. The characters design based on Erwin Kho's work, and I reproduce them in the software. Low polygon style with pure color is used to create a simple feeling.



Game Scenes Design

Blender

It is a course work that to create a game environment design. Similar to characters, low polygon style illustrations are used in here. It looks like origami artwork. The graphic style is mainly low-detailed, faceted models, highly rendered and with soft lighting effects. Different game objects are designed by me.



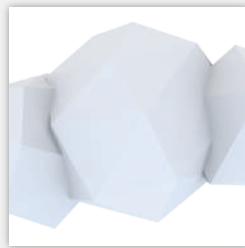
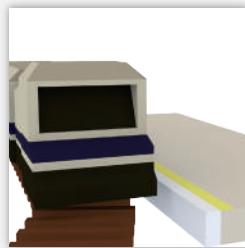
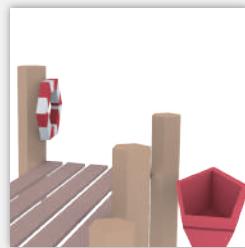
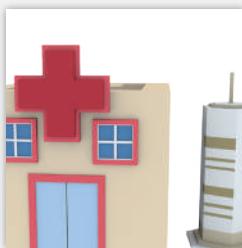


Illustration Work.

Posters Design

Adobe Illustrator, Adobe Photoshop

I am one of the functions organizing team in PolyU Red Hall before. Those posters are designed for different hall functions purpose.



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Publication
Work.

PolyU Red Hall Orientation Camp Guidebook

Adobe Illustrator

As one of the organizing members of hall orientation camp in 2013/14, I designed one orientation camp guidebook for freshmen. The theme of the orientation camp is ancient times, so I tried to use this theme in my design.

營歌

傷心的人別說抱歉 (費霖填詞)

傷心的太累了 傷心的太深了 傷心的太傻了
傷心的你作甚未必要來了 所以你世故 誓言很假的假
是不能這樣說我一樣你美了

*不外爭開 辜是對的 帶是錯的 淚是淚非 泪又傷久深了
反正錯了 反正輸了 反正自己 隨自己後退

*我不管 你是誰的 讓你走的 我是我的
誰止聽 助火助火 助火助火 煙燭活甚
我不管 誰著衣著 紗著靴著 那麼快慢
誰最愛 默默熱火 默默熱火 休矣算了
不管了 不想了 不等了 不要不快慢 傷心的人別說慢歌

人生多命運 愛恨枝枝折 一路曲折折
或遇風雨時明白的營營色
詒音輕輕落了 光棍都愛了 忠肝相目滿了
妄一咬爭執算與與和平傳

重要*
重慶*

我不管 你是誰的 誰是你的 我是我的
誰心真 默默熱火 默默熱火 煙燭活甚
我不管 誰著衣著 紗著靴著 那麼快慢
誰最愛 默默熱火 默默熱火 休矣算了
不管了 不想了 不等了 此時和此刻 不得不愛嘆他嘲
不管了 不想了 不等了 不要不快慢 傷心的人別說慢歌

工作人員

導師 Alice	導師 Victor	MC Sunny	海報組長 Otto	海報組員 YauYau
海報組員 Kyle	海報組員 Kalya	海報組員 Andrew	海報組員 Kalyn	海報組員 Kin

其他工作人員 (姓名不分次序)
小翼 Jessica 丹尼 謝曉 阿雲 Kenneth Yam Yi Vicky YY Jenny Akey Dian Yau Yau Tsz Yau Yau

香港理工大學學生宿舍 (何文田)
Red Hall 2013/14 迎新營

摩登紅樓夢

【營時間】九月六日下午三時
【營時間】九月八日下午三時

營地規則

一、宿生未經許可，不得擅自使用閣及活動範圍。
二、凡發現或見身體不潔或受傷，應立即和舍組組長通報。
三、宿生應互相關切，發揮團隊精神。
四、如有鬥毆、霸凌、抽煙、酗酒及違反宿規者，立即懲罰。
五、營長及負責幹係將最後解釋及決定權利。
六、盡情歡樂，盡情去玩，盡情去嘗！記得 RE-U！

聯絡電話

緊急求助電話	999
營長 Alice (Tutor)	6278 1884 尤介 9663 8091
海報 Otto	9776 4915 圭圭 9280 7371
傳媒 Kyle	9581 7797 Kayla 6585 4712
身型 Andrew	6235 7482 Kaling 5406 5617
性趣 Wai Yi	6172 5162 Kin 9148 0625
其餘 YauYau	6352 7528

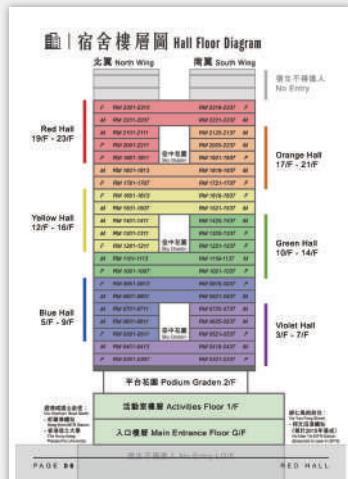
冷靜 房 圈 房 內圈 搞台 報回

十二三樓
二十一樓
十九樓

PolyU Red Hall Freshmen Guide & Hall Year Book

Adobe Illustrator, Adobe InDesign

I was also responsible for designing PolyU Red Hall Freshmen Guide and PolyU Hall Year Book in 2013/14. The guidebook are distributed to freshmen to let them understand more about the hall life. Some of my work listed below.





宿舍設施 Hall Facilities

G/F 大堂接待處 Reception	G123 健身室 Fitness Room
G/F 飯廳 Canteen	2/F 平台花園 Podium Garden
學生餐廳 Student's Canteen	18/F 空中花園 Sky Garden
D114/D105: 賽車室 Plasma Room	21/F 及 23/F 披薩 Iron
D112: 遊戲室 Games Room	赤柱禮堂 Auditorium
D113: 手球室 Hand Room	廚房 Kitchen
D114: 斯諾克室 Snooker Room	學生中央休憩區 Student Area
D115: 舞蹈室 Dance Room	休憩區 Gathering Area
D119: 展覽廳 Exhibition Hall	多用途廳 Multi-Purpose Room
D120: 多功能廳 Multi-Purpose Room	商務室 Suite Living Room
D121: 商務室 Study Room	靜默房 Quiet Room
D122: 靜默房 Quiet Room	

註：各項設施的開放時間請參閱各項設施說明書。
Note: Various facilities have specific opening times, please refer to the facility handbook.

FRESHMEN GUIDE PAGE 97

舍堂活動 Hall Activities

一些重頭人氣活動
We are family!
Warden 休會西點第一餐
Red Hall 人脈狂想曲
要嘢幾樣？新嘅嘢幾樣？
Warden 休會西點第一餐
Red Hall 人脈狂想曲
唔禁食乜？
Red Hall, 又有咩又有咩！
唔時無得行！

FRESHMEN GUIDE PAGE 97

Red Hall / Jacket!

全新外套。耀目登場

原價 \$200
現售 \$80

Dr. Dick Chok

FRESHMEN GUIDE PAGE 17

Home

PolyU Red Hall
Reach out with our hearts

Warden's Message

Dr. Li Siu Ming
Room 6423

In a short while, another year will have passed. This year, I am very grateful to all the students who have joined us in the learning and growing process. Your enthusiasm and determination to succeed have inspired me greatly. As we move forward, let us continue to work together towards our common goals. I hope that you will all have a wonderful academic year ahead. I would like to thank all the dedicated staff members who have contributed to the success of our students. Red Hall is a place where everyone can find their own unique space to grow and develop. We are here to support you every step of the way. Please remember that the most important thing is to stay true to your dreams and never give up. I wish you all the best for the future. Thank you for choosing PolyU and Red Hall as your home. I look forward to seeing you all again next year. Let's make it another great year!

FRESHMEN GUIDE PAGE 17