Caleb Kan

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EDUCATION

Imperial College London

London, United Kingdom

Degree: Bachelor of Engineering - BEng, Computing

Sep. 2023 – Jun. 2026

Grade: First-Class Honours (Predicted)

Work Experience

Software Engineer Intern

Aug. 2024 – Present

London, United Kingdom

Midas Advisory | Python

• Reduced data collection time from hours to minutes and increased accuracy from 85% to 97% by architecting a modular app for non-operating expense data processing of the top 15 U.S. banks, integrating open-source LLMs, web scraping tools (Playwright, BeautifulSoup4, Selenium), and APIs (FastAPI, Requests).

- Decreased data retrieval time from minutes to seconds by implementing a vector database (Milvus) with embeddings; engineered a dual-model system using a small LLM for 93% accurate data filtering and a large LLM (LLama 3.1) for schema-based reporting.
- Enhanced market intelligence and banking sector analysis capabilities by designing an adaptable architecture that enables seamless integration of new models, supporting informed decision-making across departments.

Research Intern

Jul. 2023 – Jul. 2023

Department of Computer Science, City University of Hong Kong | Python

Kowloon, Hong Kong

- Achieved 92.5% accuracy in GDPR compliance detection across 400+ websites by developing a GDPR compliance checker extension with a distinguished professor, utilising BeautifulSoup4, LangChain, and OpenAI's LLM for automated analysis.
- Increased daily active users by 45% and improved user-reported compliance understanding from 3.2 to 4.7 on a 5-point scale by designing a user-friendly interface displaying website GDPR compliance status, enhancing data privacy awareness.
- Boosted successful data erasure request rate by 150%, processing over 100 requests in the first month by creating a one-click feature for automated data erasure requests, streamlining the exercise of GDPR rights.

Projects

ARMv8 Emulator, Assembler, and Visualiser | C

May. 2024 – Jun. 2024

- Engineered a cycle-accurate ARMv8 emulator and two-pass assembler in C, implementing precise memory management and robust error handling per ARMv8 specifications.
- Developed a multi-threaded SDL2-based GUI for real-time emulation visualisation, featuring drag-and-drop assembly parsing and dynamic rendering of CPU states, registers, and memory maps.

Chess AI | Kotlin

Dec. 2023 - Jan. 2024

• Engineered a Kotlin-based Chess AI for a pawn race game, implementing game logic, an ASCII-based terminal GUI, move validation, and efficient AI decision-making using the minimax algorithm with alpha-beta pruning.

AI Research Agent | Python, NoSQL

Jul. 2023 – Aug. 2023

- Engineered a Python-based AI web research agent, utilising LangChain, OpenAI's LLM, and BeautifulSoup4 for web scraping and generating cited summaries, X API for automated content posting and MongoDB Atlas for secure geolocation tracking.
- Developed a data visualisation pipeline for global AI agent usage, leveraging geospatial analytics to map user engagement and derive actionable insights.

TECHNICAL SKILLS

Languages: Native: English · Mandarin · Cantonese

 $\textbf{Frameworks}: \ Bootstrap \cdot FastAPI \cdot Firebase \cdot Flask \cdot LangChain \cdot MongoDB \cdot MySQL \cdot PostgreSQL \cdot SQLite$

Libraries: Matplotlib \cdot Numpy \cdot OpenCV \cdot Pandas \cdot TensorFlow

 $\textbf{Developer Tools} : \ Android \ Studio \cdot Atom \cdot BitBucket \cdot CLion \cdot Git \cdot GitHub \cdot GitLab \cdot GNU \ Debugger \cdot Google \ Colab \cdot Hugging \ Tools \cdot Gradient \ Clion \cdot Git \cdot GitHub \cdot GitLab \cdot GNU \ Debugger \cdot Google \ Colab \cdot Hugging \ Tools \cdot Gradient \ Tools \cdot Gradient \ Gra$

Last Update: September 13, 2024