

Caleb Kan

+44 07828210751 | calebkan1106@gmail.com | [linkedin.com/in/caleb-kan](https://www.linkedin.com/in/caleb-kan) | github.com/caleb-kan | calebkan.com

EDUCATION

Imperial College London

London, United Kingdom

Degree: Bachelor of Engineering – BEng, Computing (Artificial Intelligence and Machine Learning)

Sep. 2023 – Jun. 2026

Grade: First-Class Honours (Predicted)

WORK EXPERIENCE

Research Intern, supervised by Prof. Jianping Wang & Yanbing Jiang

Jul. 2023 – Aug. 2023

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

Kowloon, Hong Kong

- Collaborated with a distinguished professor to develop a GDPR compliance checker browser extension, utilising web scraping (BeautifulSoup4) and LangChain with OpenAI's LLM for automated analysis.
- Implemented a user-friendly interface to display GDPR compliance status of websites, enhancing user awareness of data privacy practices.
- Designed and integrated a one-click feature enabling users to automatically request data erasure from websites, streamlining the exercise of GDPR rights.

PROJECTS

ARMv8 Emulator, Assembler, and Visualiser | C

May. 2024 – Jun. 2024

- Designed and developed a robust ARMv8 architecture emulator and two-pass assembler in C, accurately simulating CPU operations, memory, registers, program counter, and flags, fully adhering to the ARMv8 instruction set.
- Implemented an efficient fetch-decode-execute pipeline, seamlessly processing and executing instructions from binary files, precisely replicating ARMv8 processor behavior, utilising advanced string parsing and instruction construction algorithms.
- Developed a GUI interface using the SDL2 library in C, allowing users to drag and drop assembly files for visualisation of the execution process, displaying the graphical architecture and real-time changes in registers, memory, ALU, flags, and program counter.

Chess AI | Kotlin

Dec. 2023 – Jan. 2024

- Developed a Chess AI algorithm in Kotlin to play a pawn race game, implementing comprehensive game logic and a terminal-based GUI with ASCII board representation.
- Created an intuitive user interaction system where players input moves, ensuring validity and providing feedback for any invalid moves, facilitating an engaging user experience.
- Utilised the minimax algorithm with alpha-beta pruning for AI decision-making, delivering an efficient and challenging opponent, demonstrating advanced skills in AI programming, algorithm optimisation, and game development.

AI Research Agent | Python, NoSQL

Jul. 2023 – Aug. 2023

- Engineered an AI-driven web research agent using Python, LangChain, and OpenAI models, integrating BeautifulSoup4 for web scraping to generate keyword-based summaries with citations.
- Developed Twitter API integration for automated content posting, and implemented geolocation tracking with MongoDB Atlas for secure GPS coordinate storage, enabling comprehensive usage analytics.
- Contributed to a global visualisation project, leveraging collected geolocation data to plot worldwide AI agent usage, facilitating data-driven insights into geographical reach and user engagement patterns.

TECHNICAL SKILLS

Languages: Native: English, Mandarin, Cantonese

Programming Languages: Proficient: C, Haskell, Java, Kotlin, Python, SQL **Familiar:** HTML/CSS, JavaScript, NoSQL, Solidity, TypeScript

Frameworks: FastAPI, Firebase, Flask, LangChain, MongoDB, MySQL, Node.js, PostgreSQL, React.js, SQLite

Libraries: Keras, Matplotlib, Numpy, OpenCV, Pandas, SciPy, Scikit-learn, TensorFlow

Tools: Android Studio, Atom, BitBucket, CLion, Docker, Fusion 360, Git, GitHub, GitLab, IntelliJ, PyCharm, Visual Studio, Visual Studio Code, Xcode