CHRISTINE TSE

HTML5 Game Developer

CONTACT

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EDUCATION

HONG KONG UNIVERSITY OF SCIENCE AND TECHNOLOGY
B.Eng in Computer Science
2014 -2018

COURSES

Interactive Intelligent Systems
Multimedia Computing
Computer Music
Search Engines
Database Management Systems
OOP and Data Structures
Design and Analysis of Algorithms

SKILLS

Javascript
Java
C++ / C
HTML5 & CSS
React.js / React Native
Unity Game Engine
Blender (3D)
SQL
Linux

WORK EXPERIENCE

TFS INFO-TECH COMPANY LIMITED   Hong Kong

Game Developer/ Programmer   Jul 2018 - Dec 2018

Developed frontend for a HTML5 canvas 'slots game' utilising CreateJS library as game engine, websocket for client-server communication, and Webpack for asset bundling.

PROJECT EXPERIENCE

FAÇADE   2017 -2018

Finalist in HKUST President's Cup Competition & HKUST CSE Best FYP 2017 -2018

Built an adaptive computer game which utilizes the player's emotional state through facial expression recognition to affect various environmental parameters.

TASK-ORIENTED DIALOUGE SYSTEM   2018

Built a dialogue system to take user's utterances to complete the task of restaurant reservations, using deep learning techniques.

AUDIO PROCESSING SYSTEM   2017

Developed a web application which allows for playback and creating different sounds and post-processing music in JSON format.

IMAGE PROCESSING SYSTEM   2017

Developed a web application which allows user to upload images and do basic photo editing on the picture.

MIDI MUSIC SYSTEM   2017

Developed a web application where user can play a virtual keyboard, and a music box.

TEAM FORMING WEB APP   2016

Developed a web application that allows user to create events, to send requests and to join events.