Cheng Ho Ming

HKU BASc(AppliedAI) Year 3 ● ✉ eric310@connect.hku.hk ● ☎ +852 9499 8184

🌐 eric15342335.github.io ● in linkedin.com/in/eric15342335 ● ○ github.com/eric15342335

Professional Experience

Radio Television Hong Kong (RTHK) 🌐
Summer Intern, Engineering Section (Broadcast Systems), Production Services Division

Hong Kong
Jun 2025 – Aug 2025

- Prototyped an NLP system using **Streamlit and PyCantonese** to correct Cantonese transcription errors from OpenAI Whisper, demonstrating a potential reduction in manual editing time for TV subtitle production.
- Engineered a video automation pipeline using Python (OpenCV, MediaPipe) that generated over **500+ unique videos** for a visitor showcase, completely eliminating manual editing effort by **100%**.
- Developed a proof-of-concept for motion capture using a standard webcam, Blender, and Unreal Engine to animate 3D models, demonstrating a cost-effective method for repurposing media assets.

The University of Hong Kong 🌐
Part-Time, Student Research Assistant

Hong Kong
May 2025 – Jun 2025

- Curated a specialized dataset of **200+ scientific articles** for a linguistic analysis chatbot under Principal Investigator Dr. Lisa Cheung.

Part-Time, Student Teaching Assistant

Jan 2025 – Apr 2025

- Provided targeted **C++/Linux support** in small-group sessions, clarifying complex topics like memory management and pointers.

InspireLab Limited 🌐
Summer Intern, Embedded Software Developer

Hong Kong
May 2024 – Aug 2024

- Engineered a functional **RISC-V** microcontroller STEM toolkit, integrating 5+ open-source libraries and controlling over **64+ I/O components**.
- Developed a C-based, API-level hardware simulator to decouple software from hardware, enabling rapid, parallel testing and iteration.

Project Experience

alphahku.page (Student Organization Website) 🌐 ○
July 2025 – Aug 2025

- Developed a static website for a student organization using **Next.js**, shadcn/ui, framer-motion, Tailwind CSS, and deployed on Vercel.

Reproducing RealFill (SIGGRAPH 2024)
Mar 2025 – May 2025

- Extended the RealFill paper by implementing a 2-stage iterative refinement pipeline using LoFTR to improve image completion authenticity as a course group project.

Stock Market Simulator (C++ Terminal Game) ○
Apr 2024

- **Led a team of 5** in software design, defining key modules and allocating tasks for a C++ terminal-based game.
- Implemented **CI/CD pipelines** on 3 platforms using GitHub Actions, ensuring code quality via **50+ automated pull request checks**.

PyInstaller (Open Source Development) ○
Jul 2021 – Nov 2021

- Authored **15+ PyInstaller hooks** to expand support for libraries like Kivy, contributing directly to a major open-source project with over **12k+ stars**.

Education

The University of Hong Kong
Bachelor of Arts and Science in Applied Artificial Intelligence (BASc(AppliedAI))

Hong Kong
Sep 2023 – Jul 2027 (Expected)

- **CGPA**: 3.56/4.30   **Second Major**: Computer Science
- **Relevant Coursework**: Data Structures and Algorithms, Linear Statistical Analysis, Computer Vision

Skills

Languages: Cantonese (Native), Mandarin (Fluent), English (Fluent)
Programming: Python (scikit-learn, pandas, matplotlib, numpy), C/C++ (Makefile, CMake), Java, SQL (MySQL, MongoDB)
Web Development: HTML5, Tailwind CSS, JS, PHP, Node.js, Express.js, Pug, Jekyll, React.js, Next.js
Tools: Linux (Ubuntu, Arch), Git, CI/CD (GitHub Actions, Docker), LaTeX, Cloud Programming (Google Cloud Compute Engine), FFmpeg CLI, LLM Agents (MCP Servers, Claude Code)