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PROFESSIONAL SUMMARY

A dedicated and excited Computer Science graduate with industrial experience creating and working on web-tools for testing and education. I am a passionate student of cutting-edge Web Development techniques and patterns. Along with participating in Hackathons I love to make and test video games in my free time.

SKILLS

Python, C#, Java, JavaScript, PHP, Full-Stack Web Development, Svelte, VueJS, Tailwind CSS, SQL, JQuery, Ruby on Rails, Trilingual Communicator (English, Danish, Spanish)

WORK EXPERIENCE

Software Developer, ICHK   December 2023 - February 2024

- Worked for a secondary school in Hong Kong as a developer on their open-source education platform 'Gibbon' due to my prior participation in Gibbon hackathons.
- Refactored custom alert PHP code in Gibbon resulting in a more object-oriented codebase.
- Re-designed the library catalogue feature to have Netflix-like rails UI and bookshelf-style backend using Tailwind CSS and SQL, making the catalogue more engaging for students.
- Communicated with students and teachers directly to create a clear and meaningful scope for the library catalogue feature and house points module in Gibbon.

Associate Test Engineer, Sky   June 2021 – July 2022

- Underwent end-to-end sanity and regression testing on all versions of the SkyQ set top box for my industrial placement year during university.
- Developed a replacement test tool using VueJS and Flask to send video-on-demand assets to test machines through the Sky backend, ensuring continued VOD test coverage.
- Automated my test cases using an in-house Python testing framework, enabling faster test coverage and improved time management.
- Coordinated between the Sky QA Automation, Dev-Ops, and E2E testing teams to maintain the test tools, and decrease test-blocking obstacles.

EDUCATION

BSc (Hons) with Sandwich Year, Computer Science   July 2023

University of Surrey
Grade Average: 79.6%

University Project: Spotify Run Planner   *January 2021 – June 2021*
Grade: 69%
- Implemented and hosted a run planner app that linked up with the Spotify API to generate playlists for you depending on the desired pace, distance, and heartrate at which the user wants to run.
- Worked in a team as the project manager to undergo a full Agile project development lifecycle, assigning work towards documenting, programming, testing the whole process.
- Conducted full-stack web development with Ruby on Rails and SQL to create feature-complete website thanks to the hard work and organizational skills conducted in our bi-weekly scrum meetings.

University Project: Game Discussion Forum   *September 2020 – December 2021*
Grade: 86%
- Made an online forum for discussing video games with other people online, utilizing API interactions, unit testing, and project management skills, to develop a robust website.
- Conducted thorough test coverage of all information displayed on each page of the website, to ensure automated and full test coverage.

PERSONAL PROJECTS

GameJam Participant, Aquetect   *March 2024 – Present*
- Participated in the PixelJam 2024 GameJam to create a game under the theme "Aqua" as a seven-day event, resulting in making a "Rollercoaster Tycoon-like" Aqueduct builder and manager game using a pixel-art top-down isometric art style.
- Planned a seven-day project lifecycle to develop a playable product within the time frame of the GameJam, resulting in an efficient creation and learning experience.

Indie-Game Developer, Bugs Tower Defense   *July 2023 – March 2024*
- Created a demo tower defense video game and published it on Itch.io to learn the full game development process from scratch to a playable, polished product.
- Play-tested the tower defense game extensively to minimize bugs and received feedback from friends and family to improve the overall gameplay experience and game-balancing.

AWARDS & RECOGNITIONS
2022 – Published Research Paper on Novel Optimization Algorithm
2019 – University of Surrey Prestige Scholarship
2019 – ICHK Growth Mindset Scholarship B

HOBBIES & INTERESTS
- Through hiking and camping – I completed a through hike of the 100km Maclehose trail in Hong Kong over 5 days with a group of friends, also solo-hiked Mount Fuji in a day.
- Game Development – I make games as a hobby and always have a GameJam or indie-game project I'm working on.
- Touch Rugby – Played competitively in Hong Kong leagues even facing off against a team captained by the French national team captain (former world number 1 team).