James Young

EDUCATION

The Hong Kong University of Science and Technology

2020 - Present

• BEng Electronic Engineering

RELEVANT COURSEWORK

• Intro. to Computer Science

• Programming with C++

• Object-Oriented Programming and Data Structures

• Computer Communication Networks

• Introduction to Computer Organization and Design

• Matrix Algebra and Applications

SKILLS

Programming Languages: C, C++, Python

Tools/Software: Linux, Git, Docker

Spoken Languages: English (Native), Mandarin (Conversational)

PERSONAL PROJECTS

HTTP 1.1 Server 🗷 | C

- Created a simple HTTP 1.1 web server in C that is able to serve static web pages and images to a client's web browser.
- Uses concepts of socket programming to connect client and server and HTTP protocol to serve files.

Mini Robot Cleaner ☑ | C, Python

- Created a robot car with a STM32 board that can be wirelessly controlled through UDP transmissions and also has an automatic free roam mode
- Integrated the bubble rebound algorithm for avoiding obstacles in free roam mode using 3 ultrasonic sensors
- Used Python and PyQT5 to create GUI for controlling the robot wirelessly

Tic-Tac-Toe with Minimax ☑ | C++

- Created a terminal tic-tac-toe game with option to either play against AI or another person.
- AI uses minimax algorithm to determine the best move each turn. Used tree data-structure for storing different board states in each turn.

Work Experience

IoT Intern | Graphite Venture Limited

 $December\ 2022-May\ 2023$

- Developed Arduino libraries for reading water sensor data with ESP32 and sending sensor data to AWS IoT Core through MQTT with a SIM7600G module.
- Created an Arduino library for communicating to multiple ESP32 with ESP-Now protocol.

Extracurricular Activities

• HKUST Football Team

January 2021 - Present

• Project C - Connect x Community (Volunteer Program)

October 2020 - February 2021