

PERSONAL STATEMENT

I am a hybrid developer/designer, concurrently a maker.
With passion and experience, and the eagerness of international experience, I joined and excelled in numerous technology, design and art related competitions and exhibition, and fortunately has been honored with several awards.
While having a lavish amount of personal experience, I became the student representative of the school board and several academic committees, and I been serving the school's publication with my public speaking, graphics design, videography and media skills for more than 2 years.

WORK EXPERIENCE

From May to July 2017

Intern Developer (Web, Mobile, Interactive).
cccdi ltd, Hong Kong.

- Learned Vuforia from scratch and developed 3 AR applications with Unity3D
- Migrated from JSP, taught myself PHP.
- Built numerous pages of a new website, maintained an existing website entirely
- Taught myself Angular and Typescript, Involved in Ionic 2 development
- Interactive Game and Installation hardware setup
- Smart Lock solution design
- Research on voiceprint, IBM MobileFirst, AWS, IoT, iBeacon, React, JSX

From September 2016 till August 2017

Videography, Photography.

Student Residence Office, CityU, Hong Kong.

- Event shooting & photos retouching with Lightroom

From September 2015 to August 2016

Graphic Design.

School of Creative Media, CityU, Hong Kong.

- Posters, banners design for social media, ads, websites and printed materials
- Creating powerpoint templates for public presentation
- Creating HTML email templates

PERSONAL EXPERIENCE

September 2017 till now

Student Representative of School Board, Staff-Undergraduate Student Consultative Committee, Undergraduate Curriculum Committee, BSc Programme Committee
School of Creative Media, City University of Hong Kong.

From July to August 2017

Exchange Student

Creative Computing Summer School, Goldsmiths, University of London

- Work on projects related to Graphic & Sound Synthesis and Physical Computing
- Great study abroad experience
- Get inspired by local culture and people

March 2017

Exhibitor, School representative.

CityU Employers' Luncheon, City University of Hong Kong.

- Get socialised in the commercial environment
- Gain commercial exhibition experience

December 2016

Interviewee.

University's Secret, ViuTV HK

- Get public exposure

November 2016

Interviewee.

Universal Fever, Metro Radio HK

- Sharing about technology and video games
- Gain podcasting experience

From October 2016 to November 2016

Exhibitor.

InnoCarnivo by Innovation and Technology Commission

- Gain tech exhibition experience
- Receiving and get inspired by public comments

October 2016

Interviewee.

Ming Pao Daily, Metro Daily, Sing Tao Daily

- Sharing about my interactive installation.
- Get plenty of publication

RECOGNITIONS



MIT Entrepreneur Maker Skills Intergrator

1 of 16 Hong Kong Members

MIT Hong Kong Innovation Node, 2017 Fall

A bootcamp for young hardware system innovators from MIT and Hong Kong to learn building a startup



Disney ImagiNations Design Competition

Top 9 finalists, Certificate of Merit

Hong Kong Disneyland, 2016 Fall

An intense competition about designing and prototyping the best open space using Disney's design principle and Intellectual Property



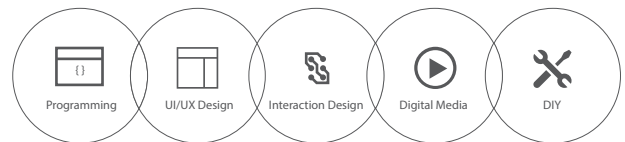
Playful Media X Showcase

The most Innovative Work

Special Interest Groups, 2016 Summer

My first ever public exhibition which energize me to challenge myself with more competitions

MY SPECIALITIES



ACADEMICS

From 2008 to 2014
STFA Leung Kau Kui College
English as Medium
of Instruction School

From 2014 till now
Bachelor of Science, Creative Media,
City University of Hong Kong
3.36 GPA

SKILLS & KNOWLEDGE

01 Programming Skills

JAVA	●●●●●●●●
Unity3D	●●●●●●●●
Vuforia	●●●●●●●●
Processing/P5.js	●●●●●●●●
Bootstrap	●●●●●●●●
HTML & CSS	●●●●●●●●
JavaScript & jQuery	●●●●●●●●
Arduino	●●●●●●●●
Oculus	●●●●●●●●
C#	●●●●●●●●
OpenCV	●●●●●●●●
Android Studio	●●●●●●●●
JSP & Servlet & JDBC	●●●●●●●●
Kinect	●●●●●●●●
Visual Paradigm	●●●●●●●●
Command Line	●●●●●●●●
SQL	●●●●●●●●
LeapMotion	●●●●●●●●
C++	●●●●●●●●

02 Media Software Skills

Photoshop	●●●●●●●●
Illustrator	●●●●●●●●
Premiere Pro	●●●●●●●●
InDesign	●●●●●●●●
After Effects	●●●●●●●●
Lightroom	●●●●●●●●
Maya	●●●●●●●●
Sketch	●●●●●●●●
Cinema4D	●●●●●●●●
Blender	●●●●●●●●
Audition	●●●●●●●●
Final Cut Pro	●●●●●●●●

04 Knowledge

Human Computer Interaction
AI in Game
Game Design
Hardware Hacking
Image Processing
Software Engineering Concepts and Practice

03 Other Skills

Piano & Music Theory	●●●●●●●●
Woodworking	●●●●●●●●

LANGUAGE SKILLS

Cantonese
Mother language

ENGLISH
Advanced level
TOEFL 102/120

Mandarin
Advanced level

HOBBIES & INTERESTS

