

EDUCATION

NEW YORK UNIVERSITY

Sep 2019 - May 2021
MPS, Interactive
Telecommunications (ITP),
Hardware Product Major
4.0 GPA, *Tisch School of the
Arts Graduate Scholarship*,
*Stern School of Business Tech
MBA course candidate*

CITY UNIVERSITY OF HONG KONG

Sep 2014 - May 2018
BSc, Creative Media
*Valedictorian, Dean's Honor
List*

GOLDSMITHS, UNIVERSITY OF LONDON

Jul 2017 - Aug 2017
Creative Computing
79/100

SKILLS

HARDWARE DEV

Rapid Prototyping (Arduino
C/C++, Raspberry Pi)
EE lab equipment
Autodesk Eagle PCB (*Schematic,
Board, Custom library design*)
NFC (*antenna, energy harvesting*)
BLE (*HID device*)

HARDWARE DESIGN

Autodesk Fusion 360
3D Printing, Laser Cutting,
Machine Shop Tools, CMF

EMERGING TECH

TensorFlow, Virtual Reality
(*Oculus, Unity3D*)

SOFTWARE DEV

Salesforce Development, MEAN
Stack
JAVA, C#, Python
SQL, Git, Command Line

SOFTWARE DESIGN

UX Design (*Figma*)
Adobe Creative Suite

PROJECTS IN LEADERSHIP

OFELIA, OPEN-SOURCE

Contributor

Sep - Nov 2019

- A **visual programming environment** for creating multimedia applications and artwork
- Exposed to 350+ visitors at **NYC Media Lab** Summit, gave a guest talk at PIKSEL19 Norway

MIT ENTREPRENEURSHIP & MAKER SKILLS INTEGRATOR

Champion, Engineer, Design Lead

Jan - Feb 2018

- Prevailed in this 2-week **hardware** startup bootcamp where 5 teams of 6 bright young entrepreneurs competed, demoed prototype, presented **GTM strategy** to VCs, such as Alibaba
- Prototyped "Tagit", a **smart countertop device** that alleviates food spoilage, using **Arduino** and **3D printing**, and developed proprietary **Bluetooth Android app**
- Led the **design team** to create hardware, interaction, UI/UX, and 3D design

PROJECT "RUN! VENDOR"

Team Leader, Technical Lead

Apr 2016 - Mar 2017

- Interactive endless running arcade game coded with **Unity3D in C#**, played on a **treadmill** which is hacked into an interactive game controller with **Arduino HID**
- Gained media exposure on ViuTV HK, Metro Radio HK, Metro Daily, etc

DISNEY IMAGINATION DESIGN COMPETITION

Finalist, Team Leader

Oct - Nov 2016

- Top 9 finalists out of 250 teams to design a public open space, with an **Unity3D demo** and a **physical miniature model**, leveraging Disney's design principle and intellectual property

EXPERIENCE



BLOCKSTACK PBC, NY

DX & Business Consultant

Feb - May 2020

- Interviewed 12 software/blockchain engineers for a **user research study**, in quest of building a thoughtful **developer experience**
- Researched on **smart contract** and **app mining**, to come up with plausible business models for **Decentralised Apps developers**
- Assessed, defined and drafted an outline for reaching its **Product Market Fit**
- Collaborated with the **Head of Growth** and **Head of Developer Experience**, facilitated by **Union Square Venture** and **Stern Tech MBA**



SOUTH CHINA MORNING POST, HK

Salesforce Developer

Oct 2018 - Aug 2019

- Successfully retired and integrated two legacy sales systems within the designated 9-month timeframe by developing a Salesforce **SalesCloud** system in coordination with system vendor, using **Apex, SOQL, HTML, Javascript, SLDS**
- Responsible for data schema and integrity, leveraging **SQL, CSV, Excel, Putty**
- Customised **Reports and Dashboards** from scratch for management, customer service, and salespeople



CCCDI LTD., HK

Intern Developer

May 2017 - July 2017

- Developed 3 **AR** applications, with interactive data visualization capabilities, in **C# with Vuforia on Unity3D**, and researched on **voiceprint authentication** for banking apps