

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)
Autodesk Eagle PCB (*Schematic*,
Board, *Custom library design*)
Serial Communication
NFC (*antenna*, *energy harvesting*)
BLE (*HID device*), RTC
EE lab equipment

HARDWARE DESIGN

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

EMERGING TECH

TensorFlow, Photogrammetry,
Virtual Reality (*Oculus*, *Unity3D*)

SOFTWARE DEV

Salesforce Development
MERN Stack, Socket.io
JAVA, C#, Python
SQL, Git, Command Line

SOFTWARE DESIGN

UX Design (*Figma*)
Adobe Creative Suite

AWARDS AND ACHIEVEMENTS

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



OK ROBOT REBOOT, INTERACTIVE MEDIA ARTS, NYU, NY

Graduate Assistant Feb - May 2020

- An undergraduate course centers around the interaction between human and **AI**, **voice interfaces**, **machine vision**, and **robotics**. It introduces technologies including **Raspberry Pi**, **OpenMV**, **IBM Watson**, **SSML**, **Python**, **Node.js**, etc.
- Assisting Prof. Pedro Oliveira in teaching and preparing teaching materials. Meanwhile providing guidance and feedback for student projects



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**



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