Jason (Man Fung) Tse

Hardware Prototyping Engineer / Product Design Technologist

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Arduino, Eagle PCB, Fusion 360

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   Jan - May 2021

- 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. Meanwhilem 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