

Cheuk Him Kong

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I am a computer engineer with two years and nine months of work experience. Fluent in English, Mandarin and Cantonese. Passionate about technology - computers, writing code.

Education

University of Nottingham (UK)

MSc Computer Science (Distinction)

Sep 2018 - Dec 2019

MSc coursework: Virtual Reality software development, Unity (C#), Computer graphics (OpenGL, C++), python, game prototyping, databases/ interfaces(SQL).

BSc. (Honours) Finance, Accounting and Management (2:1)

Sep 2015 - Sep 2018

Reed's School

Sep 2008 - Jul 2015

A-Levels: Mathematics, Chemistry, Physics, Computer Science

GCSE: 9 A*

Skills

Languages: C#, Python, C++, JavaScript. PHP, HTML, CSS, SQL

Work Experience

Connection Developer, Conexiom

Aug 2020 – Present

- Gained knowledge of ERP systems
- Integrated customer APIs for data validation
- Developed reusable C# code factories to automate processes
- Worked on changes to production codebases
- Participated in rotational on-call shifts for real-time failure support
- Developed custom implementations for our customers' automation requirements in C#

Intern, In2 Marketing & Consulting Pte Ltd. Singapore

Jul 2016 – Sep 2016

- Involved in event exhibitions, planning and execution, involved in five different events
- Leading part time workers in exhibitions.

Projects

Dissertation/ Virtual Reality Game (C#, Unity, OculusSDK, Blender)

- Successfully implemented three Virtual Reality Mini-Games on the Oculus Quest by following a well-planned timetable, which collect user's data for analysis.
- Produced a 18500-word report detailing the approach and analysis results.

The Python Menace (Top Down 2D Shooter game) (Python, PyGame, Git)

- Worked in a team of three creating a top down shooter game with PyGame.
- Project achieved first place in the MSc course, due to good work allocation and teamwork.

Vertical Platformer (C#, Unity)

- Work individually, planned, designed, creating an Android 2D platformer app with Unity. Which includes implementing a 2D physics engine, designing game mechanics.

Additional projects, video demos and descriptions are available on my website:

kmm764.github.io