Lau Tsun Shing, Winter

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EDUCATION

The Chinese University of Hong Kong (CUHK)   **Sep 2022 – Jun 2026 (expected)**
- *BSc in Computer Science (CSCIN), Minor in Data Analytics and Informatics*
- CSCI Stream: Intelligence Science
- CGPA: 3.34/4.00

EMPLOYMENT HISTORY

Full Stack Developer Intern, Semtron-Tech (Turned-E! Education Limited), Remote/HKSTP   **Jun 2024 – Sep 2024**
`NodeJS/TypeScript(React)/CSS(Tailwind)/SocketIO/Figma/Shoppify`
- Developed a Q&A game web platform for room hosts and players, supporting up to 1,000 concurrent users.
- Implemented backend for the Semtron online store **shopping cart** and full stack for the **blog**.
- Integrated data and designed user interfaces for optimal display in a **facial recognition check-in platform**.

Software Engineer Intern, Turned-E! Education Limited, HKSTP   **May 2023 – Aug 2023**
`NodeJS/TypeScript(React)/CSS(Tailwind)/Python/Alicloud/Microsoft Azure`
- Developed ElmaGPT, a **Cantonese chatbot** employing knowledge distillation from GPT-3.5-Turbo to Llama-2-7b, and integrated a Live2D model for an immersive user experience.
- Pioneered a partnership with Alicloud as **Hong Kong's first elementary school education partner**, developing a child-friendly platform using Alicloud APIs for students to easily train a **neatness recognition AI for uniforms**.

Game Programmer (Contract), STEMP Education, Remote/Kwun Tong, HK   **Mar 2023 – Jun 2023**
`Unity Engine/C#/Blender/PlasticSCM`
- Developed an open-source, multi-platform game titled "Flippable Connect Five" for an educational organization.
- Introduced a **board flipping and rotating mechanism** to enhance strategic gameplay.
- Implemented an **AI player** using minimax algorithm to make the game challenging for users.

ACHIEVEMENT

Hang Seng Index Innovation Challenge – Student Track participated
- Lead a 3-player team to build a freefloat-adjusted factors estimator from key financial data with LLM and RAG.

PwC HackaDay 2023 – Securing AI participated
- Focused on **web exploitation** and **prompt injection** questions and contributed 250 points for a four-player team.

2023 Robocon Hong Kong Contest 3rd Runner Up
- Optimized **elephant robot** program and fine-tuned its parameters within the junior elephant team.

Robofest Electronic App Game Design Competition (2021) Champion
- Designed the award-winning game "Recycler" using the Unity Engine and C# independently within one week.

PERSONAL PROJECTS

Personal Website: Hosted at winterlau-web.vercel.app, was made with Next,js, TypeScript ,SCSS and Framer Motion.

Chinese Light Novel LLM: A novel context generation model with **over 410 downloads**, finetuned with Unsloth.

Day and Night (GitHub): A **puzzle-platformer** where players swap between day and night to overcome challenges.

SKILLS

- Computer (Advanced): C/C#(Unity)/NodeJS/JavaScript/TypeScript (React)/CSS(Tailwind)/Microsoft Azure/Git
- Computer (Intermediate): C++/Java/Alicloud/Python/Pytorch/PlasticSCM/Linux (Kali, Ubuntu)/MS Office
- Language: Cantonese (Native)/Mandarin (Fluent)/English (Proficient)