# Ching-Cheong Lee

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https://github.com/machingclee

### About Me

Graduated from HKUST with an M.Phil degree in Mathematics, worked in both academic and nonacademic fields, with solid knowledge in both frontend and backend programming.

## **Experience**

## Software Engineer

Mid of May 2023 ~ Present 2.17 Years

Wonderbricks Limited, Hong Kong

- Worked on Mobile Application and App Submission
- Worked on Devops and Cloud Infrastructure with Infrastructure as Code
- Worked on Backend Development in multiple languages for different usecases
- Developed various CICD pipelines for backend and frontend projects

## AI Engineer

15 Aug 2022 ~ April 2023<sup>8.4 Months</sup>

Eye Catching Limited, Hong Kong

Skills Applied

Python. PyTorch

Typescript. Tensorflow, Onnx

C++. Libtorch, Imgui, CMake Ecosystem

- Maintained angular project
- Studied eye-tracing related algorithm
- · Studied and deployed machine leanring algorihtm in web-app and desktop-app
- Completely translated a BlazeFace model in python into the same model in libtorch of C++ for GUI application
- Implemented methods to ensure weights in pytorch model can be used in libtorch model
- Studied CMake and developed software to combine libtorch model and imgui application

## Senior Software Developer

Sep 2021 ~ July 2022 10.9 Months

RaSpect Intelligence Inspection Limited, Hong Kong

Skills Applied

Python. Selenium, Boto3, Mongoengine, gRPC, PyTorch, Tensorflow

Annotation. CVAT, COCO-Annotator

Al-General. Data Annotation, DataLoader with Various Data Augmentations, Model

Training for Rust Detection, Model Training for Crack Detection

Al-Models. GAN for Producing Synthetic Data, Faster RCNN from Scratch and its Modi-

fication, Single Stage Headless Face Detector into Rust Detector

Scope: Web Related

- Maintained React Next project
- Implemented data scrapping for house transactions records
- · Automated the process of tracking latest rtk-data from official geodetic website and data-processing pipeline using selenium and pywinauto

**Project 1: Object Detection** 

• Text Detection. Managed to run an open-sourced text detection (EAST) to facilitate signboard defect classification

#### Blog

https://machingclee.github.io/blog

#### Portfolio

https://machingclee.github.io/portfolio

#### Education

MicroMaster in A.I. and Program-

Tecky Academy

Mar 2019 ~ June 2019

M.Phil. in Mathematics

The Hong Kong University of Science and Technology

Sep 2012 ~ Aug 2014

**B.Sc.** in Mathematics Pure Math Option, 1st Class Honor

The Hong Kong University of Science and Technology

Sep 2009 ~ June 2012

#### Skills

#### Source Control

Git

#### Infrastructure as Code

Terraform, Serverless Framework

#### | Deployment |

Docker, Github Actions

#### Cloud (AWS)

Security Group, Target Group, Load Balancer, ECS Fargate, Route53, S3. CloudFront, Lambda Functions, API-Gateway, RDS, SQS, VPC

### Typescript

Tailwind, React, React-Native, Redux, Redux-Toolkit, React-Query, Next.js, Electron.js, Electron with Next.js, Node.js, Nestjs, Express.js, Socket.io, Twilio.js, Mongoose.js, Prisma.js, Prisma-Kysely.js

Spring Boot, JPA, JOOQ, Domain Driven Design, JUnit 5 and MockK

Gin, Goose, Sqlc, Azure-sdk for Voice, Go-Jet

#### Python

Tensorflow v2, PyTorch, Pandas, Flask, ONNX, Openpyxl, Boto3, Mongoengine, Selenium, Conda

CMake Ecosystem, Libtorch, OpenCV, ImGui for Desktop App

Windows Presentation Foundation

### Database Query & Management

PostgreSQL, MongoDB

- Crack Detection. Helped implement detection model for crack and spalling
- Rust Detection. Implemented two solutions: (i) Text removal, then classification pipeline; and (ii) direct object detection model using faster rcnn

## **Project 2: Synthetic Data Generation**

- **DefectGAN.** Implemented image-generation model following this paper that generates synthetic data on cracks and spallings for training defect detection models on facades
- **Text Removal.** Experimented with existing algorithms like various GAN or image-inpainting method in pytorch. Finally I follow this paper to obtain a text eraser with satisfactory performance

## **Software Engineer**

Aug 2020 ~ Mid-Aug 2021 1.03 Years

EAB Systems (Hong Kong) Limited, Hong Kong

#### Skills Applied

Typescript. React, Redux, React-Native, Express, Mongoose, Sendgrid, Twilio, socket.io Python. Pandas, Tensorflow v2

## Project 1. Web Application

- · Built video conferencing frontend and backend application in React, Twilio and express
- Built CMS system that lets users create their own single page application

## Project 2. Machine Learning Related

- Built CSV Importer (together with an express layer and a Flask layer) that can parse a csv/excel file and perform:
  - □ **Data Classification**. Classified column based on existing data using LSTM model with two dense layers and finally a softmax (sample code)
    - □ **Auto Date-reformatting.** Based on machine learning model (transformer in NLP), translated all common form of date into YYYY-MM-DD format (sample code)

## Frontend Developer

Sep 2019 ~ Aug 2020 11.9 Months

eLearningPro, Hong Kong

#### Skills Applied

Javascript. React

Python. tkinter, pyinstaller

Art. Adobe Premiere, Adobe Photoshop, Saola Animate (CSS Animation)

- Create HTML5 Games, maintain web pages and construct React frontend application
- Created a python GUI project for text extraction from an image (a work necessary to translate old fresh game into html5 game, <u>detail</u>)

### **2D Game Artist**

Jan 2018 - Dec 2018 11 Months

深圳瘋点子科技有限公司, Sheng Zheng

 Responsible for constructing 3d accessories, creating environment art and character design. Game that I worked on <u>link</u>

## Senior Research Assistant

Mar 2015 - Oct 2015 6.9 Months

Department of Mathematics, Hong Kong Baptist University, Hong Kong

Study HJB equations arised in specific financial games

Rust

Implementation of Elliptic Curve Digital Signature Algorithm, Code Explanation and Implementation

Data Streaming/Monitoring

Kafka with Debezium

Message Broker

RabbitMQ, AWS SQS

Art

Photoshop CC, 3DS Max, Saola Animate (HTML5 Game), 2D Game Character Design

#### Art Portfolio

https://www.artstation.com/checkercc

## **Research Assistant**

Sep 2014 - Feb 2015 6 Months

Department of Mathematics, Hong Kong University of Science and Technology, Hong Kong

• Study the properties of viscosity solution of HJB equations

## **Teaching Assistant**

Sep 2012 - June 2014 1.82 Years

Department of Mathematics, Hong Kong University of Science and Technology, Hong Kong

• Fulfill teaching duty as required in obtaining studentship in the course of M.Phil study. Subjects include: [1] Calculus II, [2] Linear Algebra, [3] Mathmatical Analysis, [4] Real Analysis.