

Kwong Chi Tam

18 Honeysuckle Road, SO16 3HU

marcosss.3@hotmail.com

+44 (0) 7835 287441

PROFILE

A dedicated and versatile undergraduate seeking a technology position which will utilise the technical and creative skills that I have developed through my computer science degree at the University of Southampton as well as past work experience. I have a particular interest in data visualisation and believe that I possess the necessary artistic skills and experience with relevant technologies to excel in this field.

EDUCATION

University of Southampton (2013 – Present) – MEng Computer Science

- **Expected Grade:** 1st (Graduating in 2017)
- **Year 3 – 79%:** Computer Vision, Cloud App Development, Computer Graphics, Game Development
- **Year 2 – 77%:** Intelligent Systems (AI), Functional Programming, Interaction Design, Networks
- **Year 1 – 73%:** Java, UNIX shell & database systems, Data Structures & Algorithms

British School of Gran Canaria (2004 – 2013)

- **A-Level / AS:**

A – Mathematics	A – Chemistry	A – AS Art & Design
A – Physics	A – Spanish	

PROJECTS

Online Advertising Dashboard

- Developing a Java desktop application that analyses a set of data provided in CSV files and processes it to display key metrics and graphs in a user-friendly dashboard.
- Libraries such as uniVocity and JavaFX were used to parse CSV data efficiently into memory and produce professional and intuitive graphs.
- Enhanced teamwork by adopting agile methodologies (SCRUM) and version control with GitHub.

Novel Visualisation Models for Exploring Academic Research Papers

- Web application that allows the exploration of academic literature through an intuitive interface.
- Implemented with a Java server-side and a JavaScript client-side, using the Spark and AngularJS frameworks respectively, as well as a third party database API.
- Year-long process that involved background research, design, testing and project management.

WORK EXPERIENCE AND VOLUNTEERING

Technology & Operations Intern – Santander UK (July 2016 – September 2016)

- Interning in the Innovation T&O team allowed me to take part in a variety of tasks occurring in a retail bank, including project management, governance and financial crime, as well as completing an independent research project exploring the uses of big data within banking.

Cashier and waiter – Jangtze Restaurant (July 2015 – September 2015)

- Working in a fast paced environment trained me to effectively cope under pressure and improve my communication skills by constantly serving customers.

Teaching video editing to students – British School of Gran Canaria (September 2013 – One day)

- Opportunity to demonstrate leadership by motivating and directing a group of secondary students producing an educational video for a science competition.

Magazine designer – British School of Gran Canaria (September 2012 – June 2013)

- Proved responsibility, flexibility and organizational qualities, which were required to meet short deadlines successfully whilst still coping with A-Level workload.

Volunteering at geriatric hospital – El Sabinal (September 2011 – June 2013)

- Allowed me to make a positive impact on the community and showed me the importance of keeping a helpful attitude in work environments.

SKILLS

Computing	Advanced – Java (Spark, Spring)
	Intermediate – JavaScript (AngularJS, React, D3), HTML5 & CSS3, Bash
	Basic – C#, C++, OpenGL, Python, SQLite, Scheme, OCaml, Git
Media / Office	Advanced – Adobe Photoshop, Microsoft Office Suite
	Basic – Adobe Illustrator, Unity, Visual Paradigm, SONY Vegas Pro
Languages	Spanish (native), English (fluent), Mandarin Chinese (basic oral)

PERSONAL INTERESTS

Graphic Design	Designed flyers for local parties and school events.
Web Design	Built personal websites with self-taught HTML, CSS and JavaScript.
Game development	Participated in the Global Game Jam hosted in Southampton.