

# RAIN LEUNG

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github.com/pystander

## Summary

Passionate and interest-driven developer focusing on Software Engineering, Data, and AI/ML. Self-taught generalist across several fields. Active participant of competitive programming contests on 3+ platforms (see [GitHub](#)), with 6+ years of programming experience since high school. Fast learner and team player.

## Work Experience

### Data Engineer

Sep 2024 – Present

Lalamove

Hong Kong

- Developed and maintained backend functionalities (databases, APIs) for several data-related applications, under the guidance of a mentor.
- Configured, built, and released applications based on CI tools and workflows.
- No further details available (signed NDA).

### Summer Intern

Jun 2023 – Aug 2023

MTR Corporation Limited

Hong Kong

- Built and maintained a new ETL data pipeline from scratch with Python for internal room booking reports, and optimized it with multi-processing to reduce >75% time overhead.
- Developed web crawlers for 700+ Glassdoor employee reviews and conducted sentiment analysis with NLTK, and presented data in dashboards.
- Migrated and automated old Octopus application process with SharePoint List and Power Automate, from manual inputs to a new semi-auto flow.
- Assisted with UAT, ran test cases, and issued tickets using Redmine.
- Created dashboards and reports for ESG statistics.

## Education

### The University of Hong Kong

Sep 2021 – Jun 2024

Bachelor of Engineering in Computer Science, *Second Class Honours (Division One)*

cGPA 3.32 / 4.3

### PolyU Hong Kong Community College

Sep 2019 – Jun 2021

Associate in Engineering, *Distinction*

cGPA 3.77 / 4.0

## Relevant Coursework

- |                                |                           |                               |
|--------------------------------|---------------------------|-------------------------------|
| • Data Science and Engineering | • Algorithm Design        | • Natural Language Processing |
| • Software Engineering         | • Computer Networking     | • Computer Vision             |
| • Data Structures              | • Artificial Intelligence |                               |
| • Computer Architecture        | • Machine Learning        |                               |

## Technical Skills

### Languages

Python, Java, C, C++, C#, Kotlin, HTML/CSS, JavaScript, SQL, R, Octave

### Data & AI/ML

NumPy, Pandas, PyTorch, Scikit-learn, Keras, MLflow, BeautifulSoup, Matplotlib, Selenium, SQLite, MySQL, MongoDB

### Web Development

Flask, FastAPI, Spring, Redis, AWS, Azure, Jekyll

### Miscellaneous

Linux, Git, Docker, Kubernetes, Unity, Android Studio, Arduino, Redmine, QT, Figma, Verilog, AutoCAD, SolidWorks

Open-source Projects	Start Date
<b>Word-Sea</b>   Python, PyQt5, BeautifulSoup, Software Engineering <ul style="list-style-type: none"> <li>Developed a vocabulary look-up and jot-down application for English learning.</li> <li>Created scripts to crawl, fetch, and parse data from Cambridge Dictionary.</li> <li>Designed data structures and models in MVC (Model-View-Controller) architecture.</li> </ul>	Dec 2023
<b>Simple-ML</b>   Python, ML, NumPy <ul style="list-style-type: none"> <li>Implemented Machine Learning algorithms in a simple and minimal way.</li> <li>Developed a few classic supervised and unsupervised learning models.</li> </ul>	May 2023
<b><a href="https://pystander.github.io">pystander.github.io</a></b>   HTML/CSS, JavaScript, Jekyll, GitHub Actions <ul style="list-style-type: none"> <li>Developed my first personal website as a portfolio.</li> <li>Partially based on online boilerplate and hosted statically with Jekyll on GitHub Pages.</li> </ul>	May 2023
Closed-source Projects	Start Date
<b>CP-API</b>   Python, Flask, REST API, Web Scraping, Vercel <ul style="list-style-type: none"> <li>Built an API for retrieving user info on multiple competitive programming contest platforms.</li> <li>Used for the dynamic badges on my GitHub profile (see <a href="#">GitHub</a>).</li> </ul>	Aug 2024
<b>LLM-Evaluator</b>   Python, NLP, PyTorch, Hugging Face, Prompt Engineering <ul style="list-style-type: none"> <li>Evaluated public LLMs (e.g., <a href="#">CodeLlama-7b-hf</a>) on coding (<a href="#">HumanEval</a>) and Math reasoning (<a href="#">GSM8K</a>).</li> <li>Tested with chain-of-thought (COT), program-of-thought (POT), and retrieval-augmented generation (RAG).</li> </ul>	Mar 2024
<b>NLP-Sentiment-Analysis</b>   Python, NLP, PyTorch, Hugging Face, Keras, Scikit-learn <ul style="list-style-type: none"> <li>Trained a logistic regression classifier on <a href="#">Rotten Tomatoes</a> (movie reviews).</li> <li>Developed statistical LMs (N-gram, TF-IDF, <a href="#">GloVe</a>) as features with &gt;80% accuracy.</li> <li>Achieved &gt;90% accuracy with pretrained embedding models (e.g., <a href="#">Instructor</a>).</li> </ul>	Feb 2024
<b>Dining@HKU</b>   Java, Mobile App Development, Android Studio, Google Maps, School Project <ul style="list-style-type: none"> <li>Collaborated on a restaurant guide app for HKU campus in a group of 5.</li> <li>Built with Google Maps SDKs and APIs for locations and routes.</li> </ul>	Nov 2023
<b>The-Road-to-Castle-3D</b>   Unity, C#, Game Development, AIGC, School Project <ul style="list-style-type: none"> <li>Developed a 3D fantasy action RPG as Final Year Project in a 2-man team.</li> <li>Implemented an original RPG framework and world editor from scratch with 10,000+ LoC.</li> <li>Integrated with AI-generated music and concept arts.</li> </ul>	Sep 2023
Awards / Achievements	
<b>Dean's List</b> PolyU Hong Kong Community College	Aug 2021
<b>Director's List</b> PolyU Hong Kong Community College	Oct 2020
<b>Outstanding Student Award</b> PolyU Hong Kong Community College	Oct 2020