

RAIN LEUNG

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github.com/pystander

Summary

Passionate and interest-driven person who focuses on AI/ML related fields, especially on Deep Learning (DL), Natural Language Processing (NLP), and Computer Vision (CV). Self-taught generalist across several fields. Habitual contestant of competitive programming, with 6+ years of programming experience since high school.

Education

The University of Hong Kong

Bachelor of Engineering in Computer Science

Sep 2021 – Jun 2024

cGPA 3.32 / 4.3

PolyU Hong Kong Community College

Associate in Engineering, *with Distinction*

Sep 2019 – Jun 2021

cGPA 3.77 / 4.0

Relevant Coursework

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

Work Experience

MTR Corporation Limited

Summer Intern

Jun 2023 – Aug 2023

- Built and maintained a new ETL data pipeline from scratch with Python for internal room booking reports.
- Developed web crawlers for Glassdoor employee reviews and conducted sentiment analysis with NLTK.
- Migrated and automated Octopus application process with SharePoint List and Power Automate.
- Assisted with UAT, ran test cases, and issued tickets using Redmine.
- Created dashboards and reports for ESG statistics.

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, AWS, Azure, SQLite, MongoDB

Miscellaneous Git, Unity, Android Studio, Arduino, Jekyll, PyQt, Figma, Verilog, AutoCAD, SolidWorks

Open-source Projects

Start Date

Word-Sea | Python, PyQt5, BeautifulSoup

Dec 2023

- Developed a vocabulary look-up and jot-down application for English learning.
- Designed data structures and visualized with simple PyQt GUI.
- Created scripts to crawl, fetch, and parse data from Cambridge Dictionary.

Simple-ML | Python, ML, NumPy

May 2023

- Implemented Machine Learning algorithms in a simple and minimal way.
- Developed a few classic supervised and unsupervised learning models.

pystander.github.io | HTML/CSS, JavaScript, Jekyll, GitHub Actions

May 2023

- Developed my first personal website as a portfolio.
- Partially based on online boilerplate and hosted statically with Jekyll.

Berkeley-AI-Pacman | Python, AI, ML, RL

Dec 2022

- Completed a series of AI/ML projects designed for UC Berkeley CS188.
- Covered topics such as searching, reinforcement learning, probabilistic inference, and ML classification.

Closed-source Projects	Start Date
LLM-Evaluator Python, NLP, PyTorch, Hugging Face, Prompt Engineering <ul style="list-style-type: none"> Evaluated public LLMs (e.g., <u>CodeLlama-7b-hf</u>) on coding (<u>HumanEval</u>) and Math reasoning (<u>GSM8K</u>). Tested with chain-of-thought (COT), program-of-thought (POT), and retrieval-augmented generation (RAG). 	Mar 2024
NLP-Sentiment-Analysis Python, NLP, PyTorch, Hugging Face, Keras, Scikit-learn <ul style="list-style-type: none"> Trained a logistic regression classifier on <u>Rotten Tomatoes</u> (movie reviews). Developed statistical LMs (N-gram, TF-IDF, <u>GloVe</u>) as features with >80% accuracy. Achieved >90% accuracy with pretrained embedding models (e.g., <u>Instructor</u>). 	Feb 2024
Dining@HKU Java, Mobile App Development, Android Studio, Google Maps <ul style="list-style-type: none"> Collaborated on a restaurant guide app for HKU campus in a group of 5. Built with Google Maps SDKs and APIs for locations and routes. 	Nov 2023
The-Road-to-Castle-3D Unity, C#, Game Development, AIGC <ul style="list-style-type: none"> Developed a 3D fantasy action RPG in a 2-man team, with 10,000+ LoC and 1,000+ hours. Implemented an original RPG framework from scratch for gameplay systems. Integrated with AI-generated music and concept arts. 	Sep 2023
MNIST-Clustering Python, ML, NumPy, PyTorch, TorchVision, Matplotlib <ul style="list-style-type: none"> Trained a 7-layer CNN to cluster <u>MNIST</u> dataset (hand-written digits) with >98% accuracy. Tested unsupervised algorithms (K-means, K-means++) with >60% purity. 	Apr 2023

Awards / Achievements

Dean's List PolyU Hong Kong Community College	Aug 2021
Director's List PolyU Hong Kong Community College	Oct 2020
Outstanding Student Award PolyU Hong Kong Community College	Oct 2020