RAIN LEUNG

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Summary

Passionate and interest-driven data engineer focusing on Data, Software Engineering, and AI/ML. Self-taught generalist across several fields. Active participant of competitive programming contests on 3+ platforms (see GitHub), with 7+ years of programming experience since high school. A fast learner, team player, and the "chameleon" that adapts to fast-changing environments.

Work Experience

Data Engineer   **Sep 2024 − Present**
Lalamove   Hong Kong

- Developed and maintained backend functionalities (databases, APIs, cloud servers, etc.) for several data-related web applications and micro-services.
- Monitored above projects with metrics and alerts, and responded to incidents to ensure >99.9% uptime.
- Configured, built, and released containerized 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
- Software Engineering
- Data Structures
- Computer Architecture
- Algorithm Design
- Computer Networking
- Artificial Intelligence
- Machine Learning
- Natural Language Processing
- Computer Vision

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
Database	MySQL, SQLite, MongoDB, HBase, Neo4j
Web Development	Flask, FastAPI, Spring Boot, AWS, Azure, Jekyll
Miscellaneous	Linux, Docker, Kubernetes, Git, GitHub, GitLab, Unity, Android Studio, Arduino, Jira, Redmine, QT, Figma, Verilog, AutoCAD, SolidWorks

Open-source Projects | Start Date

Word-Sea | Python, PyQt5, BeautifulSoup, Software Engineering — **Dec 2023**
- Developed a vocabulary look-up and jot-down application for English learning.
- Created scripts to crawl, fetch, and parse data from Cambridge Dictionary.
- Designed data structures and models in MVC (Model-View-Controller) architecture.

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 on GitHub Pages.

Closed-source Projects | Start Date

CP-API | Python, Flask, REST API, Web Scraping, Vercel — **Aug 2024**
- Built an API for retrieving user info on multiple competitive programming contest platforms.
- Used for the dynamic badges on my GitHub profile (see GitHub).

LLM-Evaluator | Python, NLP, PyTorch, Hugging Face, Prompt Engineering — **Mar 2024**
- Evaluated public LLMs (e.g., CodeLlama-7b-hf) on coding (HumanEval) and Math reasoning (GSM8K).
- Tested with chain-of-thought (COT), program-of-thought (POT), and retrieval-augmented generation (RAG).

NLP-Sentiment-Analysis | Python, NLP, PyTorch, Hugging Face, Keras, Scikit-learn — **Feb 2024**
- Trained a logistic regression classifier on Rotten Tomatoes (movie reviews).
- Developed statistical LMs (N-gram, TF-IDF, GloVe) as features with >80% accuracy.
- Achieved >90% accuracy with pretrained embedding models (e.g., Instructor).

Dining@HKU | Java, Mobile App Development, Android Studio, Google Maps, School Project — **Nov 2023**
- 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.

The-Road-to-Castle-3D | Unity, C#, Game Development, AIGC, School Project — **Sep 2023**
- Developed a 3D fantasy action RPG as Final Year Project in a 2-man team.
- Implemented an original RPG framework and world editor from scratch with 10,000+ LoC.
- Integrated with AI-generated music and concept arts.

Awards / Achievements

Dean's List — **Aug 2021**
PolyU Hong Kong Community College

Director's List — **Oct 2020**
PolyU Hong Kong Community College

Outstanding Student Award — **Oct 2020**
PolyU Hong Kong Community College