

RAIN LEUNG

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github.com/pystander

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 | • 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

Database

MySQL, SQLite, MongoDB, HBase, Neo4j

Web Development

Flask, FastAPI, Spring Boot, Jekyll

Miscellaneous

Linux, Docker, Kubernetes, Git, GitHub, GitLab, AWS, Azure, Tableau, Jira, Redmine, Unity, Android Studio, Arduino, Verilog, AutoCAD, SolidWorks, QT, Figma

Open-source Projects	Start Date
Word-Sea Python, PyQt5, BeautifulSoup, Software Engineering <ul style="list-style-type: none"> 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. 	Dec 2023
Simple-ML Python, ML, NumPy <ul style="list-style-type: none"> Implemented Machine Learning algorithms in a simple and minimal way. Developed a few classic supervised and unsupervised learning models. 	May 2023
pystander.github.io HTML/CSS, JavaScript, Jekyll, GitHub Actions <ul style="list-style-type: none"> Developed my first personal website as a portfolio. Partially based on online boilerplate and hosted statically with Jekyll on GitHub Pages. 	May 2023
Closed-source Projects	Start Date
CP-API Python, Flask, REST API, Web Scraping, Vercel <ul style="list-style-type: none"> Built an API for retrieving user info on multiple competitive programming contest platforms. Used for the dynamic badges on my GitHub profile (see GitHub). 	Aug 2024
LLM-Evaluator Python, NLP, PyTorch, Hugging Face, Prompt Engineering <ul style="list-style-type: none"> 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). 	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 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). 	Feb 2024
Dining@HKU Java, Mobile App Development, Android Studio, Google Maps, School Project <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, School Project <ul style="list-style-type: none"> 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. 	Sep 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