Rain Leung

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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　　　　　　　　　　　　　　　　　　**Sep 2021 – Jun 2024**
Bachelor of Engineering in Computer Science　　　　　　　　　　　　　　　cGPA 3.32 / 4.3

PolyU Hong Kong Community College　　　　　　　　　　　　　　**Sep 2019 – Jun 2021**
Associate in Engineering, *with Distinction*　　　　　　　　　　　　　　　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　　　　　　　　　　　　　　　　　　**Jun 2023 – Aug 2023**
Summer Intern

- 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.

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   **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 retrival-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   **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   **Sep 2023**
- 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.

MNIST-Clustering | Python, ML, NumPy, PyTorch, TorchVision, Matplotlib   **Apr 2023**
- Trained a 7-layer CNN to cluster MNIST dataset (hand-written digits) with >98% accuracy.
- Tested unsupervised algorithms (K-means, K-means++) with >60% purity.

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