

Ryan Hui

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EDUCATION

University of Toronto

Bachelor of Science, Specialist in Computer Science, Minor in English — UTMCIP Co-op

Toronto, Ontario

Sep. 2023 – May 2028

- Data Structures, Computer Organization, OOP, functional programming, SCRUM, software eng.

EXPERIENCE

IT Internship

June 2024 – Sep. 2024

Malvern College Hong Kong

Hong Kong

- School database and inventory management with a team of IT seniors
- Programmed an Arduino device in C++ for automated computer setup
- Designed and programmed a systemic XML datafields extractor with Python, to parse the data of 100+ staff
- Created a large API fetcher with Google AppScript, to fetch and organize 4000+ student data
- Optimized spreadsheet function to automate 1000+ lines of data

Machine Learning Data Training Volunteer

May 2025 – Aug. 2025

RLEA at University of Toronto Mississauga

Mississauga, Ontario

- Assisted in phytolith identifications ML data training

UofT AI Partnership Team Lead

Sep. 2025 – Present

UofT AI Club

Toronto, Ontario

- Leading teams in establishing connections between organizations and the student society
- Hosting regular meetings with a team of associates

MCSS External Associate

Sep. 2025 – Present

UTM Mathematical & Computational Sciences Society

Mississauga, Ontario

PROJECTS

Paint Program | Java, SCRUM, Git, Maven, Ollama

Oct. 2024 – Nov. 2024

- Designed and implemented a paint program in Java with a SCRUM operating team
- Utilization of Object-Oriented design patterns, and Git version control with IntelliJ IDEA
- Prompt engineered Ollama 3 and created image generation methods

Simple Assembly Sokoban Game | RISC-V, cpulater

Oct. 2024 – Nov. 2024

- Designed and implemented a terminal Sokoban game in RISC-V assembly
- Created a L^AT_EX user-guide for accessibility

Custom Terminal Shell | C

Jan. 2025 – April 2025

- Implemented a fully-functional command-line shell in C that supports built-in and external commands
- Allows foreground and background process execution, and sequential command pipelines
- Created a variable system with dynamic memory allocation
- TCP/IP client/server functionality for inter-process communication

TECHNICAL SKILLS

Spoken Languages: English, Cantonese, Mandarin

Languages: Python, Java, C, JavaScript, TypeScript, HTML, CSS, L^AT_EX

Frameworks: React, Next.js, Node.js

Tools: Git, VS Code, Vim, Bash, RISC-V, Microsoft 360, Google Workspace