

Jim Lam

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Skills

Languages: English (IELTS 8.5), Cantonese (Native), German (Intermediate), Mandarin (Fluent)

Technical Skills:

- **Programming Languages:** Python, Java, C++, Node.js, Clojure/ClojureScript, Shell Scripting, SQL, C, CUDA, HTML, CSS, PHP, Swift, Haskell, Prolog, LaTeX
- **Frameworks & Libraries:** Next.js, Vue.js, Flutter, Three.js, SwiftUI, Express.js, Django, Flask
- **Cloud Platforms:** AWS (Route 53, S3, EC2), Oracle Cloud (Compute Instance), Heroku
- **Design Tools:** 3D Modelling (Blender, Rhino, Grasshopper), 2D Design (Photoshop, Illustrator, InDesign, Figma)
- **Software Development:** Project Coordination, Documentation, Test-Driven Development (TDD), Version Control (Git)

Experience

Fime ~ Test Analyst Intern

September 2025 ~ Present

Performing L2 testing for terminals in the EMVco contact and VISA contactless schemes, ensuring compliance and reliability for payment systems during a full-time placement year.

Peryton Space Satellite Design Competition ~ Team Lead & TT&C Lead

September 2025 ~ Present

Spearheading the Peryton Space team for the current competition cycle, managing overall technical direction and continuing to lead the Telemetry, Tracking, and Command workstream.

Peryton Space Society ~ TT&C (Telemetry, Tracking, and Command) and Payload Lead, UKSEDS Satellite Design Competition

September 2024 ~ July 2025

Led the TT&C and Payload subsystems for the Peryton Space Society's entry in the UKSEDS satellite design competition, earning the Best Innovation Award.

- Coded the computer-vision-based navigation system jointly with the AOCS (Attitude and Orbit Control) team, which navigates using the test room digits and fiducial markers (AprilTags) as specified by UKSEDS, using stitched panoramas.
- Determined the communications configuration to achieve a target link margin, balancing performance, budget, and mass constraints.
- Researched and engineered a low-latency video streaming system for reliable on-board video streaming and link resilience.
- Created Next.js + C++-based ground-station software, with preset dashboard layouts for different mission phases.

University of Surrey ~ LAB Pal for COM1026 & Buddy Scheme Mentor

Present

Proactively supported and guided students in year one in their foundations of computing module (discrete mathematics and more). Provided personal academic advice to first-year students, contributing to an inclusive and collaborative learning environment.

Sports Vision ~ Computer Vision Lead

Present

Spearheaded the development of a computer-vision-based visual snooker scoring system using YOLO models. Designed and implemented a custom image annotation tool with PySide6, plus a data-generation pipeline via the Blender Python API to enhance system accuracy.

Next Token Solutions ~ Software Engineer

October 2020 ~ December 2022

Automated server management tasks on AWS using Shell scripting to streamline operations.

Supported a client stack migration, utilising a niche technology stack anchored in Clojure, and maintained the existing MySQL database, S3, and Apache on EC2.

Gathered client requirements, prepared and presented solution proposals.

Drove mobile app development by writing an internal Product Handbook App demo in both Flutter and native iOS.

Wrote a migration guide for clients using legacy email inbox systems.

Barangaroo Promenade Pavilion Design Competition ~ Team Member

Summer 2020

Jointly put forward a pavilion design competition entry with a holistic approach to create a functional public shelter, through a super-sized parametric take of the Aboriginal Coolamon.

Tommax ~ Part-Time Developer**June 2020 ~ October 2020**

Collaborated directly with clients on e-commerce solutions and PHP web development projects. Enhanced company communications by providing strategic translation services and producing region-specific subtitling for marketing campaigns.

“Innovation” Live Music Company ~ Audio Assistant**December 2018**

Managed live audio equipment installations for high-profile events, including weddings, concerts, and corporate functions across Hong Kong, ensuring reliable operational performance under demanding time and physical constraints.

English Tutor**Q2 2021 ~ Q1 2023**

Delivered tailored English tutoring for Years 6–8 students with a focus on STEM terminology, significantly improving students’ technical vocabulary and domain knowledge.

HKU Decacorn Entrepreneurial Camp Case Competition ~ Finalist**June 2018**

Conceived and pitched a comprehensive start-up proposal for an integrated knowledge and graduate headhunting platform within 24 hours, grounded in strategic insight from business students and industry advisors from the University of Hong Kong.

Education

University of Surrey**Sep 2023 – Aug 2027, Guildford**

BSc (Hons) Computer Science with Professional Training Year (PTY)

Year 1: 86.13% **Year 2:** 75.5%

Active member of the **University of Surrey Mountaineering Club**.

University of Sydney**January 2019 ~ August 2020, Sydney**

Bachelor of Design in Architecture (Hons)

Diocesan Boys’ School**September 2014 ~ August 2018, Hong Kong**

Academic Electives: Physics, Chemistry, Biology

Interests

Personal Projects

Personal Spending Dashboard**2025**

Interactive personal finance dashboard covering 25 months of supermarket receipts with category treemaps, monthly spend trends, anomaly detection, and short-term forecasts. Currently offline. [personal-spending-dashboard](#)

URL+**2022**

Key contributor to the only ClojureScript plugin for Logseq, an innovative open-source note-taking platform. Developed features to retrieve and organize URL responses and deliver dictionary-style definitions, leveraging Rum and Tailwind CSS for a dynamic user experience.

DrunkGPT**Late 2022**

Developed an accessibility-centric, command-line LLM client leveraging the OpenAI API, featuring a pioneering voice interface, significantly enhancing user interaction and accessibility.

Hobbies

Bouldering/Climbing (V7/7A+), Debating, Piano Improv, Flight Simulation (X-Plane 12)