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Portfolio: <https://portfolio-lu9d.onrender.com/> | Github: <https://github.com/sukikatte>

EDUCATION

University College Dublin, Ireland

Sept. 2025 - Present

BSc Software Engineering (Dual Degree), expected Upper Second Class Honours (2:1) in Jun.2026

Stage 3 GPA: 3.42/4.2; In-progress Module List:

COMP30170 *Computer Science Project*
COMP30220 *Distributed Systems*
COMP30520 *Cloud Computing (UG)*
COMP30540 *Game Development*
COMP30940 *Information Security*

COMP40010 *Performance of Computer Systems*
COMP41400 *Multi-Agent Systems*
COMP41740 *Human-Centred AI*
COMP47490 *Machine Learning (UG)*
COMP47980 *Generative AI: Language Models*

Beijing University of Technology (Beijing- Dublin International College), China

Sept. 2022 - Jun. 2025

BEng Software Engineering (Dual Degree), expected in Jun. 2026

SUMMER RESEARCH

Lucy Cavendish College, University of Cambridge, UK

Jul. 2023 - Aug. 2023

Summer Research Programme in Artificial Intelligence and Computer Science (Score: 88/100)

- ✓ Built a deep learning demo with five teammates to detect student attentiveness in online classrooms through facial pose recognition (detecting downward head movements).
- ✓ Gained foundational knowledge of machine learning and collaborative AI development.

CAPSTONE PROJECT

Frankenstories: Story Generation from Reusable Parts

Sept. 2025 - Present

Final Year Project - Supervisor: Assoc. Prof. Tony Veale / LLM, Multimodal Generation, ComiXML

- ✓ Developing an LLM-powered story generation system that recombines visual and textual elements from existing comic strips (ComiXML) to produce new narratives, aiming to explore computational creativity and automated storytelling.
- ✓ Building a multimodal content generation pipeline, integrating language models with structured visual data.

SELECTED PROJECTS

Dwen Dwen's Neighbour - China Animal Protection Website

Feb. 2025 - June. 2025

Six-Person Team Project - Advisor: Prof. Catherine Mooney / Python, JavaScript, Flask, Firebase, Web Crawler

- ✓ Led the development of a modular, bilingual platform enabling multi-user interaction, delivering key modules including an animal encyclopedia with web-scraped content, interactive games, virtual panda care (SVG), community forums, and donation features, ensuring a smooth and engaging user experience across devices.
- ✓ Designed and implemented a high-concurrency backend with Flask and CORS policies, high-concurrency data handling via Firebase Realtime Database, interactive visualizations with ECharts, and deployed the system using Gunicorn.

Hua Xia: Chinese Medicine Knowledge Platform

Feb. 2025 - Jun. 2025

Six-Person Team Project - Advisor: Prof. Catherine Mooney / Vue.js, JavaScript, Flask, SQLAlchemy, Fuzzy Matching

- ✓ Developed a bilingual full-stack platform with role-based access control, delivering features including a herb encyclopedia, prescription management, AI consultation chat, interactive storytelling, and distribution visualization.
- ✓ Utilized Flask/SQLAlchemy for backend services, Vue.js for responsive frontend, JWT for authentication, and Gunicorn for production deployment with multi-worker architecture, enabling an interactive user experience.

Guess Songs – Music Guessing Android Application

Sept. 2024 - Jan. 2025

Independent Development - Advisor: Asst. Prof. Saadeldin Mohamed / Java, Android Studio, Firebase, Ali Cloud OSS

- ✓ Built a native Android app with modular MVVM architecture, featuring Classic/Timed/Multiplayer modes and a Material Design UI, and designed a responsive Material Design UI focused on usability and smooth navigation.
- ✓ Integrated Firebase Authentication, Realtime Database, and cloud storage to support real-time state sync, multiplayer room creation, user profiles, score history, and scalable music management and file storage

Event Management System

Sept. 2024 - Jan. 2025

Eight-Person Team Project - Advisor: Asst. Prof. Seán Russell / Spring Boot, MySQL, Docker, Maven

- ✓ Engineered a full-stack event management platform with multi-role access control (Admin/Organizer/User) using Spring Boot and MySQL, covering core services for scheduling, ticketing, and event lifecycle management.
- ✓ Built a secure backend using Spring Security, containerized and deployed via Docker with multi-container architecture, following a complete SDLC with 70+ UML diagrams and comprehensive documentation.

Parrot ordering - Online Campus Food Ordering Platform

Sept. 2024 - Jan. 2025

Three-Person Team Project - Advisor: Asst. Prof. Aidan Murphy / Python, Flask, JavaScript, HTML, CSS

- ✓ Led development of a modular food ordering system with role-based workflows (Admin/Cook/Customer) and interactive features such as real-time menu management, order tracking, social review system, and personalized theme.
- ✓ Designed a RESTful backend with Flask/SQLAlchemy, integrated encryption, and delivered a responsive JS frontend.

Desktop Mahjong Game Application

Feb. 2024 - June. 2024

Four-Person Team Project - Advisor: Asst. Prof. Alzubair Hassan / Java 17, JavaFX 21, Maven, JUnit/TestNG

- ✓ Built a cross-platform Mahjong desktop game with MVC architecture, full rule engine, AI opponents, and real-time sync.
- ✓ Implemented advanced win detection, dynamic scoring, and a responsive JavaFX UI with event-driven interaction.

INTERNSHIPS

Software Engineer Intern | SinoRail Information Engineering Group

Jun. 2025 - Aug. 2025

- ✓ Assisted in projects by drafting technical documentation, preparing presentations, and supporting material review.
- ✓ Consolidated and analyzed internal company data, creating structured reports and integrated analysis sheets.

Project Management Intern | Asento Design and Planning Consulting Co., Limited

Jul. 2024 - Aug. 2024

- ✓ Maintained project schedules, produce report materials, and tracked action items and organized deliverables.

EXTRACURRICULAR ACTIVITIES

Project Leader | China “Internet+” Innovation & Entrepreneurship Competition

Mar. 2025 - Jun. 2025

- ✓ Led a project focused on humanities/social science innovation, achieving 3rd prize at the BJUT school-level competition.
- ✓ Participated in a project on traditional culture inheritance, also earning 3rd prize at the school level.

Keyboardist and Lead Vocalist | Campus Band

Sept. 2022 - July. 2024

- ✓ Served as a core member of the campus band, responsible for keyboard playing, vocals, and arrangements.
- ✓ Designed and produced 10+ posters and visual images for the band.

Scriptwriter & Director | Musical Theatre

Sept. 2022 - July. 2024

- ✓ Scripted and directed *The Greatest Showman* musical, leading cast members and coordinating full-stage production.

SKILLS

- ✓ Programming Language: Python, Java, JavaScript
- ✓ Frameworks & Libraries: Flask, Spring Boot, Vue.js
- ✓ Database: MySQL, SQLite, Firebase Realtime Database
- ✓ Tools & DevOps: IntelliJ IDEA, PyCharm, Eclipse, Android Studio, Docker, Maven, Gradle, Git
- ✓ Productivity & Design: LaTeX, Figma

LANGUAGES

Mandarin (native), English (IELTS 7.5), French (Intermediate), Japanese (Basic)

INTERESTS

Piano, Violin, Drawing, Singing, Skating