

**EXPERIENCE Front- End Engineer Intern****09/2020 - present**

Tripli.com, a pre-seed startup focusing on integrating deal-hunting and automated travel planning.

- Designed and implemented the landing page using Angular
- Redesigned MVP user experience that boosts subscription conversion rate from 14.8% to 17.1% by conducting competitor analysis and UX research

Software Engineer Intern**Winter 2020**

Hosta Labs, a Boston-based AI startup creating digital twins of built spaces from a single image

- Managed an intern team of 3 to develop data pipelines that digest spatial coordinates provided by the computer vision system
- Designed the system architecture for automated 3D modeling
- Delivered a system using REST API to automatically generate 3D models in Autodesk Forge and Autodesk Revit

Research Assistant**02/2019 - 06/2020**

Computation Design Lab, MIT

- Automated 3D scan data processing for a World Heritage Sites catalog (<http://designheritage.mit.edu>)
- Invented a panorama photogrammetry workflow with significant improvements over the major method used (fish-eye lens photogrammetry) in the lab. The new workflow improved model quality substantially and reduced site visits to recapture missing data
- Designed AR/VR user interfaces and content for project exhibitions.

Research Assistant**03/2017 - 06/2017**

Department of Architecture, The University of Hong Kong

- Cataloged more than 2,000 books as part of the Kenneth Frampton Architectural Collection
- Developed automated web scraping script that expedites recording the books' metadata, minimizing manual data entry required to just ISBN
- Speeded up the cataloging process significantly by eliminating 90%+ of manual data entry

EDUCATION Massachusetts Institute of Technology M.Sc. (Dual degree)**2020**

Computer Science and Design Computation

- Cumulative GPA: 4.9/5.0
- 2018-2020 MIT Graduate Fellowship

Key courses: Intelligent Multimodal User Interfaces, Interactive Data Visualization

Thesis: Evaluating Spatial Knowledge Acquisition in Virtual Reality

The University of Hong Kong**B.A. (First Class Honor)****2017**

Architectural Studies

- Cumulative GPA: 3.73/4.3

SKILLS Technical: Python | C# | Pytorch | Angular | Javascript | Typescript | CSS+HTML | D3.js | Processing.js
Creative: Adobe Photoshop/Illustrator/InDesign/XD | Figma | Unity | Rhino | Grasshopper | 3D printing

LANGUAGE Mandarin (Native) | English (Professional) | Japanese (Intermediate)

INTERESTS Gaming, Stage Design, Voluntourism