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WING KIU LAU

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EDUCATION

Bowdoin College, Brunswick, ME   **B.A. May 2026**
  Computer Science & History Double Major | Asian Studies Minor
  Cumulative GPA: 3.756
  Relevant Courses: Algorithms, Data Structures, Big Data, Game Dev, American History through GIS

TECHNICAL SKILLS

Technologies: Python, Java, C#, scikit-learn, Matplotlib, NumPy, Pandas, Git, Unity, GIS, HTML, CSS, JavaScript
Concepts: Algorithms, Data Structures, APIs, OOP, ML, Game Development, Big Data Analysis, Statistics

EXPERIENCE

Bowdoin College, Brunswick, ME   **Jan 2024 – May 2024**
Introduction to Computer Science Learning Assistant
- Helped 4-10 students per week with problem-solving and graded assignments.
- Explained complex technical concepts in an accessible manner to beginner-level students.
- Led two 2-hour collaborative learning sessions each week, fostering a supportive learning environment.

Bowdoin College Hawthorne-Longfellow Library, Brunswick, ME   **Oct 2022 – May 2024**
Public Services Assistant
- Quickly accustomed to and assisted patrons with the digital transformation of new catalogue systems.
- Expedited students' research and academic progress.
- Facilitated access to technological equipment for students and faculty.

Caprikon Education, Hong Kong   **Aug 2021**
Intern
- Analyzed market research for company growth/expansion of coding education programs overseas.
- Conducted expense reporting in Excel.

Liker Land, Hong Kong   **Nov 2019**
Intern
- Created social media ads and tutorial videos, to make LikeCoin cryptocurrency more accessible.
- Built customer management relationship tool in Excel to manage client and partner contacts.

PROJECTS

Claw & Order: The Button Retrieval (Unity 2D Game)
- Co-developed a multiplayer claw machine game in C# on Unity during a 48-hour game jam.
- Implemented button mechanics, designed 3+ obstacles, and integrated sound effects with Audacity

Only Go Frogward (Unity 2D Game)
- Co-engineered platformer game, animated the frog with Photoshop and coded its mechanics.
- Designed scene management, implemented timers, and optimized UI scenes to elevate experience.

Chessmaze (Unity 3D Game)
- Co-created logic puzzle where you strategize reaching target tiles on a chessboard using chess pieces
- Developed scene management, UI, sound, piece movement logic, and point-click management.

Effect of Greenhouse Gas on Bird Populations in Denmark Big Data Analysis Project
- Applied Python (Pandas, NumPy, Matplotlib, scikit-learn) in Jupyter to analyze 47,000+ data points.
- Developed a supervised machine learning model identifying correlations.

OTHER SKILLS, CERTIFICATIONS, INTERESTS

Skills: Google Suite, Microsoft Office Suite, Chinese/English Word Processing, Problem-solving, Research
Languages: Fluent in English, Mandarin, and Cantonese
Certifications: Wall Street Prep, Excel Skills for Business: Essentials, St John Ambulance Certificate in First Aid