

Brunswick, ME / Hong Kong SAR
(207) 419-1120
wk.lau.012@gmail.com

WING KIU LAU

wingkiulau.github.io/wingkiulau/
github.com/wingkiulau
linkedin.com/in/wingkiulau/

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.

PROJECTS

One Button

- Co-developed a 2D multiplayer claw machine game in C# on Unity during a 48-hour game jam.
- Implemented button player mechanics, designed 3+ stuffed toy obstacles, and integrated sound effects.

Only Go Frogward

- Co-created a Unity 2D game, designed and animated the frog with Photoshop, and coded its mechanics.
- Engineered scene management, implemented timers, integrated sound effects with Audacity, and optimized UI scenes to elevate user experience.

Chessmaze (ongoing)

- Co-building a 3D Unity puzzle game, enabling players to solve challenges by strategically using chess pieces to reach target tiles on a chessboard.
- Developing scene management, UI, sound, piece movement logic, and point-click management.

Greenhouse Gas and Bird Populations Data Project (ongoing)

- Analyzing big data using the eBird API and Greenhouse Gases CSV datasets to assess the impact of greenhouse gases on Denmark's top 20 bird populations, handling 47000+ data points.
- Applying Python libraries (Pandas, NumPy, Matplotlib, scikit-learn) in Jupyter Notebook to conduct data analysis and develop a predictive 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