

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

# WING KIU LAU

[wingkiulau.github.io/wingkiulau/](https://wingkiulau.github.io/wingkiulau/)  
[github.com/wingkiulau](https://github.com/wingkiulau)  
[linkedin.com/in/wingkiulau/](https://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

**Claw & Order: The Button Retrieval**

- 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