

## Education

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<b>The University of Hong Kong (HKU) • Bachelor of Computer Engineering</b>	Sep 2012 – Jun 2017
<ul style="list-style-type: none"><li>Coursework: Algorithms &amp; Data Structures, Operating Systems, Networks, Computer Architecture, Artificial Intelligence, Databases, Functional Programming, Digital Systems &amp; Circuits</li></ul>	GPA: 3.30/4.30
<b>University of California, Irvine (UCI) • Bachelor of Computer Science and Engineering</b>	Jan - Jun 2016
<ul style="list-style-type: none"><li>Coursework: Machine Learning &amp; Data Mining, Compilers, Embedded Systems</li></ul>	GPA: 3.95/4.00

## Employment

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<b>Founder &amp; CTO • GRAVITONS LIMITED, Hong Kong</b>	Jun 2017 – present
<ul style="list-style-type: none"><li>Built the app, Gööp with serverless architecture, serving ~10k DAU &amp; ~30M monthly function calls</li><li>Penetrated 30% of the university students in first 3 months; Pushed the app store ranking to 5<sup>th</sup></li><li>Utilized: React Native, Redux, Redux Saga, Firebase Real-time Database &amp; Functions, Xcode, Gradle</li></ul>	
<b>Web &amp; QA Engineer Intern • 9GAG, Inc, Hong Kong</b>	Nov 2016 – Jun 2017
<ul style="list-style-type: none"><li>Integrated E2E tests on the iOS, Android and React Native apps using Bash scripts and Appium</li><li>Reduced total build &amp; delivery time in the CI/CD automation by 30% by refactoring the build scripts</li><li>Decreased post page size by ~70% by utilizing AMP; Researched the feasibility of implementing PWA</li><li>Resolved issues and released updates to 9gag.com for millions of daily users</li><li>Utilized: Appium, CircleCI, Xcode, React Native, AMP, PWA, JavaScript, Webpack, PHP, Laravel</li></ul>	
<b>Developer • Industrial Manufacturing System Engineering Dept., HKU, Hong Kong</b>	Sep 2016 – Jun 2017
<ul style="list-style-type: none"><li>Reduced the latency of a wireless tracker by ~50% by refactoring the code &amp; switching to Wi-Fi</li><li>Designed and developed a Desktop software for controlling multiple projectors for VR/AR projects</li><li>Utilized: C, Arduino, NodeMCU, MPU6050, C#, Unity, ElectronJs, NodeJs</li></ul>	
<b>Full-stack Developer • OnGrad Consulting, Hong Kong</b>	Jul – Sep 2016
<ul style="list-style-type: none"><li>Developed the main website and the content management system from scratch</li><li>Utilized: ReactJs, Webpack, NodeJs, ExpressJs, Mongoose, Heroku</li></ul>	
<b>Software Engineering Intern • Levyx Inc, Irvine, California, United States</b>	Jun – Aug 2016
<ul style="list-style-type: none"><li>Improved the efficiency between Spark and Hadoop for ~40% by utilizing the clusters and networks</li><li>Designed a profiling framework for the Spark and Helium (in-house database storage engine)</li><li>Utilized: Apache Spark, Hadoop, Helium, Bash scripts</li></ul>	
<b>Software Developer, Intern • Oursky Limited, Hong Kong</b>	Jun – Nov 2015
<ul style="list-style-type: none"><li>Participated in 4 web dev. projects; Assured the quality of products by actively testing products</li><li>Built an online interactive map displaying the live result of the HK District Council Election 2015</li><li>Utilized: WordPress, HTML5, jQuery, Sass, Grunt, Jinja2, PIL</li></ul>	

## Software Projects

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<b>Chatbot: GOOP, CCMF Project grantee (100K HKD), Cyberport, Hong Kong</b>	Dec 2016 – Apr 2017
<ul style="list-style-type: none"><li>Built a chatbot to help groups deciding on ideas by parsing the messages and scraping websites</li></ul>	
<b>Final year project: Applying Big Data Analytics to HKU Wi-Fi networks, HKU, Hong Kong</b>	Sep 2016 – Apr 2017
<ul style="list-style-type: none"><li>Investigated in the latency and instability of the Wi-Fi network all over HKU campus</li><li>Proposed software solutions for the unstable network based on the analytics</li></ul>	
<b>Open source project, owner and contributor, GitHub</b>	Jul – Aug 2016
<ul style="list-style-type: none"><li><b>react-polygon</b>: published a library for drawing svg polygon based on ReactJS on NPM</li><li><b>react-native-lightbox</b>: planned for the future version of the library and reviewed pull requests</li></ul>	
<b>Unity game: Demon Heart, yearly project, Video Games Development Club, UCI, United States</b>	Jan – Jun 2016
<ul style="list-style-type: none"><li>Worked on the user-interfaces, i.e. inventory, power-ups as well as wave system, monster spawners and serialization/deserialization of users progress</li></ul>	
<b>Unity game: Star Gazer, Spring Game Jam 2016, Video Games Development Club, UCI, United States</b>	Apr 2016
<ul style="list-style-type: none"><li>Worked on the user-interfaces, i.e. crosshair, health bar and player status indicators</li><li>Integrated the game with an eye-tracking device, Tobii EyeX</li></ul>	
<b>Android app: Learning Ladder, Team HKUroid, Finalist of Samsung Solve for Tomorrow 2015, HK</b>	Aug – Oct 2015
<ul style="list-style-type: none"><li>Created an Android game for training AD/HD students' focus, attention and creativity</li></ul>	

## Skills

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**Software:** (proficient) JavaScript, NodeJs, Express, React Native, Reactjs, Firebase, Nginx, Shell, Bash, Git, Serverless; (familiar) AWS, GCP, Android, Unity, Python, C#, Java, Haskell, Scala, C, PHP, HTML5, CSS, Sass, Stylus, Pug, Apache Server, Spark, Hadoop, Electronjs, Expressjs, Redux, Vuejs, Webpack, Grunt, Redis, Realmjs, MongoDB, MySQL, AMP, WordPress, Heroku

**Hardware:** (proficient) Arduino, NodeMCU, AVR; (familiar) circuits, electronic practice