

# RAIN LEUNG

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## Summary

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Passionate and interest-driven person who focuses on AI/ML related fields, especially on Deep Learning (DL), Natural Language Processing (NLP), and Computer Vision (CV). Self-taught generalist across several fields. Habitual contestant of competitive programming, with 6+ years of programming experience since high school.

## Education

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### The University of Hong Kong

Bachelor of Engineering in Computer Science

Sep 2021 – Jun 2024

cGPA 3.34 / 4.3

### PolyU Hong Kong Community College

Associate in Engineering, *with Distinction*

Sep 2019 – Jun 2021

cGPA 3.77 / 4.0

## Relevant Coursework

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- Artificial Intelligence
- Machine Learning
- Natural Language Processing
- Computer Vision
- Data Science and Engineering
- Data Structures
- Algorithm Design
- Software Engineering
- Computer Architecture

## Work Experience

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### MTR Corporation Limited

Summer Intern

Jun 2023 – Aug 2023

- Created and maintained a new data pipeline in Python via APIs for room booking reports.
- Developed a web crawler for Glassdoor and conducted sentiment analysis on former employee reviews.
- Migrated and automated Octopus application process with SharePoint List and Power Automate.
- Assisted with UAT, ran test cases, and issued tickets using Redmine.
- Built Power BI dashboard for printer usage and ESG statistics.

## Technical Skills

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**Languages** Python, Java, C, C++, C#, Kotlin, HTML/CSS, JavaScript, SQL, R, Octave

**Data & AI/ML** NumPy, Pandas, PyTorch, Scikit-learn, Keras, MLflow, BeautifulSoup, Matplotlib, Selenium, AWS, Azure, SQLite, MongoDB

**Miscellaneous** Git, Unity, Android Studio, Arduino, Jekyll, PyQt, Figma, Verilog, AutoCAD, SolidWorks, Microsoft 365

## Open-source Projects

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**Word-Sea** | Python, PyQt5, BeautifulSoup

Dec 2023

- Developed a vocabulary look-up and jot-down application for English learning.
- Designed data structures and visualized with simple PyQt GUI.
- Created scripts to crawl, fetch, and parse data from Cambridge Dictionary.

**Simple-ML** | Python, ML, NumPy

May 2023

- Implemented Machine Learning algorithms in a simple and minimal way.
- Developed a few classic supervised and unsupervised learning models.

**pystander.github.io** | HTML/CSS, JavaScript, Jekyll, GitHub Actions

May 2023

- Developed my first personal website as a portfolio.
- Partially based on online boilerplate and hosted statically with Jekyll.

**Berkeley-AI-Pacman** | Python, AI, ML, RL

Dec 2022

- Completed a series of AI/ML projects designed for UC Berkeley CS188.
- Covered topics such as searching, reinforcement learning, probabilistic inference, and ML classification.

<b>Closed-source Projects</b>	<b>Start Date</b>
<b>LLM-Evaluator</b>   Python, NLP, PyTorch, Hugging Face, Prompt Engineering <ul style="list-style-type: none"> <li>Evaluated public LLMs (e.g., <u>CodeLlama-7b-hf</u>) on coding (<u>HumanEval</u>) and Math reasoning (<u>GSM8K</u>).</li> <li>Tested with chain-of-thought (COT), program-of-thought (POT), and retrieval-augmented generation (RAG).</li> </ul>	<b>Mar 2024</b>
<b>NLP-Sentiment-Analysis</b>   Python, NLP, PyTorch, Hugging Face, Keras, Scikit-learn <ul style="list-style-type: none"> <li>Trained a logistic regression classifier on <u>Rotten Tomatoes</u> (movie reviews).</li> <li>Developed statistical LMs (N-gram, TF-IDF, <u>GloVe</u>) as features with &gt;80% accuracy.</li> <li>Achieved &gt;90% accuracy with pretrained embedding models (e.g., <u>Instructor</u>).</li> </ul>	<b>Feb 2024</b>
<b>Dining@HKU</b>   Java, Mobile App Development, Android Studio, Google Maps <ul style="list-style-type: none"> <li>Collaborated on a restaurant guide app for HKU campus in a group of 5.</li> <li>Built with Google Maps SDKs and APIs for locations and routes.</li> </ul>	<b>Nov 2023</b>
<b>The-Road-to-Castle-3D</b>   Unity, C#, Game Development, AIGC <ul style="list-style-type: none"> <li>Developed a 3D fantasy action RPG in a 2-man team, with 10,000+ LoC and 1,000+ hours.</li> <li>Implemented an original RPG framework from scratch for gameplay systems.</li> <li>Integrated with AI-generated music and concept arts.</li> </ul>	<b>Sep 2023</b>
<b>MNIST-Clustering</b>   Python, ML, NumPy, PyTorch, TorchVision, Matplotlib <ul style="list-style-type: none"> <li>Trained a 7-layer CNN to cluster <u>MNIST</u> dataset (hand-written digits) with &gt;98% accuracy.</li> <li>Tested unsupervised algorithms (K-means, K-means++) with &gt;60% purity.</li> </ul>	<b>Apr 2023</b>

## Leadership / Extracurricular

<b>“Meet and Chat” for Study Success</b> Student Ambassador	<b>Jul 2022</b> HKU Academic Advising Office
<ul style="list-style-type: none"> <li>Guided new admitted DAS students on academic planning and course selections.</li> <li>Shared university life experience as a senior student.</li> </ul>	

## Awards / Achievements

<b>Dean’s List</b> PolyU Hong Kong Community College	<b>Aug 2021</b>
<b>Director’s List</b> PolyU Hong Kong Community College	<b>Oct 2020</b>
<b>Outstanding Student Award</b> PolyU Hong Kong Community College	<b>Oct 2020</b>