CHLOE WONG

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EDUCATION

The Hong Kong Polytechnic University (PolyU)   Sep 2023 – Aug 2025
BSc (Hons) in Computing   *Hong Kong*
- GPA: 3.3, (Second Class Honours, Division 1)
- Au Bak Ling Charity Trust Scholarship – Capstone Project Scholarships 2024/25
- HKSAR Government Outstanding Performance Scholarship 2023/24
- Courses: Operating Systems, Security, Project & Workflow Management, Web, Human Computer Interaction, Creative Digital Media Design, Machine Learning and Computer Vision

Hong Kong Community College (HKCC)   Sep 2021 – Aug 2023
Associate in Information Technology   *Hong Kong*
- GPA: 3.82, Dean's List (Semester Two, 2021/22 & Semester One, 2022/23), Director's List (2022)
- HKSAR Government Outstanding Performance Scholarship 2022/23
- PolyU HKCC Outstanding Student Award (Silver Award) 2022/23

EXPERIENCE

Inland Revenue Department – Business Registration Office – Computer Backup Unit   Jun 2024 – Aug 2024
Intern   *Hong Kong*
- **Built Excel-based systems using VBA** with an integrated database to manage customer tax information, enabling users to generate **formatted documents for printing via a unified button-driven interface**
- **Developed a user-friendly XML↔CSV conversion tool** allowing non-technical staff to edit large datasets in Excel and automatically generate **individual XML files per record**
- **Conducted user acceptance testing** on mobile and web versions of the system, identifying issues such as **acceptable user submission limits** and **incomplete text switching** in bilingual interfaces (Chinese/English)

The Hong Kong Polytechnic University – Research and Innovation Office - IT Department   Oct 2023 – Jun 2024
Student Assistant   *Hong Kong*
- **Developed an email logging system** using **Microsoft SharePoint, Power Automate, Excel, and Microsoft Forms**, improving IT request tracking efficiency
- **Managed IT support requests** by responding to emails and scheduling appointments via **Outlook**
- **Reported and monitored IT equipment status** across departments to ensure smooth operations
- **Designed internal notification and staffing dashboards** in **Figma**

PROJECTS

Interactive & Visual Gamified Web Learning (Final Year Project) | *Next.js, React, TypeScript, TailwindCSS*
- Implemented interactive games and visual assessments to teach abstract concepts in HCI and OS
- Built a modular web architecture with reusable game components and progress tracking
- Integrated gamification features (points, levels, badges) to enhance engagement
- Conducted usability testing with students and analyzed feedback for improvements.

Learn Arithmetic – iPad Mobile App UX/UI | *Figma, UX Research, Usability Testing*
- Designed child-friendly arithmetic exercises with gamified elements
- Created multi-user workflows to support children, teachers, and parents
- Applied UI design principles (Golden Rules) to ensure consistency and usability
- Conducted structured interviews with primary school students for usability evaluation

Pix2Pix GAN + YOLOv5 Adaptation | *PyTorch, Computer Vision, Deep Learning*
- Implemented Pix2Pix GAN (U-Net Generator + PatchGAN Discriminator) for image-to-image translation
- Built a training pipeline with adversarial + L1 loss for stable convergence
- Applied YOLOv5 fine-tuning to detect objects in GAN-generated images
- Evaluated detection results with IoU, precision, recall, and mAP

CERTIFICATIONS
- Microsoft Azure AI Fundamentals
- Google Foundations of User Experience (UX) Design

SKILLS
Design & Prototyping: Figma, Uizard
Web Development: HTML, CSS, JavaScript, PHP, Bootstrap, TypeScript, Next.js
Programming: Python, C++, C, Java
Database & Tools: SQL, VBA, Linux
Languages: Cantonese, English, Mandarin