Resume

Lam Kit Yung

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WORKING EXPERIENCE

Jan 2016 – Feb 2017 Software Engineer, VialityPlus Limited

- Provide Leap Motion based hand gesture solution integrated with for MVisioner Limited
- Project Tango Application development
- Augmented Reality application development

Jan 2015 – Dec 2015 Software Engineer, Virtron Limited

- Head mounted display application development
- VR interior design application: Unity, Unreal Engine
- Hand detection application development: Leap Motion, OpenCV, C#
- Multi-projector video blending software: GPU based Hap QuickTime Codec 4K Video
- UWB+IMU VR Indoor Positioning

Sep 2013 – Dec 2014 Research Assistant, School of Creative Media, CityU

- System architecture for cloud-based application
- Research for target tracking and following, collaborative multi-robot navigation planning
- CNC Stepper Motor control, Fog projection, 3D projection mapping, Camera calibration, Kinect interactivity
- Research on Wearable technology: Robotic Skin, wearable sensor, embedded system for wearable application

Jun 2012 – Aug 2012 Software Engineer (Intern), EOC at Shanghai, EMC Corporation

- Investigated graph database (Neo4j / Titan), and provided storage solutions for big data analysis
- research for a collaborative knowledge base : Freebase
- Designed and implemented GUI of a web application for data submission (used GWT and RESTful)

EDUCATION

Feb 2017 – Present	Hong Kong University of Science and Technology, Hong Kong				
	PhD Computer Science and Engineering				
Aug 2010 – Aug 2013	City University of Hong Kong, Hong Kong				
	B.Sc Creative Media				

ACCOMPLISHMENT

	AWARD:
2017	Jockey Club Incubation Programme for Social Innovation incubatees
2016	Cyberport Creative Micro Fund (CCMF)
2015	ASTRI Innovation Runway fellow
2014	Team Leader of Goblin, Winner Most Creative Award from Shanghai- Hong Kong Hackathon 2014, Android iOS EMG based Muscle training App



PUBLICATION

2013

Kit Yung LAM, Lik Hang LEE, Tristan BRAUD, and Pan HUI	M2A: A Framework for Visualizing Information from Mobile Web to Mobile Augmented Reality, PerCom 2019
Lik Hang LEE, Kit Yung LAM, Yui Pan Yau, Tristan BRAUD, and Pan HUI	HIBEY: Hide the Keyboard in Augmented Reality, PerCom 2019
Miu-Ling Lam and Kit-Yung Lam	" Path Planning as a Service PPaaS: Cloud-based Robotic Path Planning," in IEEE Robotics and Biomimetics (ROBIO). IEEE, 2014
ML Lam, B Chen, KY Lam, Y Huang	"3D Fog Display using Parallel Linear Motion Platforms" in The 20th International Conference on Virtual Systems and Multimedia, VSMM 2014

TEACHING EXPERIENCE

Fall, 2017 - Spring, 2019	Position: Hall Tutor, HKUST Jockey Club Hall
Spring, 2019	Position: Lab Tutor, COMP 1021 - Introduction to Computer Science(Python), HKUST
Fall, 2018	Position: Lab Tutor, COMP 1022Q - Introduction to Computing with Excel VBA, HKUST
Spring, 2018	Position: Lab Tutor, COMP 4021 - Internet Computing
Fall, 2017	Position: Lab Tutor, COMP 1021 - Introduction to Computer Science(Python), HKUST

COMPETENCIES & HOBBIES

Information Technology

- Possess good knowledge in <u>Data Structure</u>, <u>Database</u>, and <u>Web programming</u>
- Arduino Development, Android App development, ROS programming
- Experience in Unix, Linux environment
- Knowledge of programming languages: Java/Java EJB/C/C++
- Knowledge of CMS and DATAEXPORT, Joomla, Drupal, wordpress development
- Solid knowledge of HTML, CSS, Adobe Flash, PHP, Javascript