

Yi Chen Hock

engineering & art

CONTACT.

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EDUCATION.

- **University of Cambridge**
Information and Computer Engineering MEng 2019-2023

Master's Project:

[Few-shot learning for custom hand gestures \(AR/VR\)](#)

Relevant modules:

- Computer vision
- Probabilistic ML
- Design case studies
- Inference
- 3D Computer Graphics
- Computer systems

- **Priestley College**
2016-2018 | A Level
5A*s, A B in Maths, Further Maths, Physics, Electronics, EPQ, Music & Chinese

- **Bridgewater High School**
*2011-2016 | GCSE: 9A*s, 3As*

ACHIEVEMENTS.

Hack Cambridge Atlas Wolfram Award (Top 12) • 2022

Hack Cambridge 101 Microsoft 1st Place • 2020

Adobe Light Contest Winner • 2020

EDT Contribution to the Business Award • 2019

Electronics Weekly BrightSparks Winner • 2018

British Physics Olympiad Gold Award (Top 100) • 2018

Engineering Education Scheme Regional Winner • 2017

ABRSM Grade 8 Piano • 2017

Organ Scholarship (St Wilfrid's Church) • 2017-2019

EXPERIENCE.

- **Meta Software Engineer Intern • London, UK** *Jun 2022–Sep 2022*
Workplace Insights Team
 - Full-stack development in [React](#), [JavaScript](#), [GraphQL](#) and [Hack](#).
 - Unified the Files and Media tab in Workplace groups, improving user experience for over 7 million Workplace users.
 - Worked with cross-functional teams and independently led the project.

- **Adobe Research Intern • Remote UK** *Jul 2021–Sep 2021*
Breakthrough Interactions and Graphics Lab
 - Developed a tool in [React](#) to analyse artists' creative processes.
 - Contributed to the timelapse feature Adobe Fresco ([C++/Objective-C](#)).

- **Freelance Illustrator • chen_dll.artstation.com** *2012–Present*
 - Graphixly featured artist: <https://tinyurl.com/graphixly-chen-dll>
 - Collaborated with Graphixly on a Clip Studio Paint Pro giveaway
 - Delivering Clip Studio Paint webinar on colour theory in September

- **SP Energy Networks Intern • Liverpool, UK** *Sep 2018–Aug 2019*
Year in Industry (YINI)
 - Performed data analysis on overhead line vegetation intrusion.
 - Implemented a database system to manage innovation projects.
 - Forecasted heat pump performance with [Python](#) and Dark Sky API.

PERSONAL PROJECTS.

- **ARTiculate • tinyurl.com/articulate-app** *January 2022*
 - Hands-free voice drawing app – Hack Cambridge Atlas submission:
 - Used Deepgram for speech recognition API, [React](#) and [p5.js](#)
 - I worked on the front-end UI using [React](#), [JavaScript](#) and [CSS](#)

- **Display Technology • youtu.be/3vG2gYkhyco** *May 2021*
How LCDs, E-Inks and LEDs work
 - Digital literacy project – educational video created using Adobe [After Effects](#), [Animate](#), [Illustrator](#) and [Premiere Pro](#).

- **Game Development** *Aug 2020 – Present*
 - Worked on creating features for use within game mock-ups:
 - Created a branching dialogue system in [Godot](#) using yED/graphML.
 - Used [GLSL](#) to code game boy shaders over overlapping videos for artistic animated backgrounds.

- **Engi-Bot • github.com/yichenhock/EngineeringBot** *Summer 2020*
 - Discord bot ([Python](#)) created for students as a fun & interactive way to revise exams. Has a shop, inventory & levelling system.

- **Chendustries • instagram.com/chendustry** *Feb 2018 – Dec 2020*
 - Self-run business for my handmade Cambridge college scarves, hats and gloves. Sold over 70 different items.

- **DIY Organ Pedalboard • youtu.be/HGT1bRfzNQA** *Summer 2018*
 - Musical pedalboard made with aluminium foil and cardboard and controlled by an [Arduino](#).
 - Includes [capacitive sensing](#), PWM sound and two-note polyphony.

SKILLS.

<i>Programming</i>	Python	C++	MATLAB
	JavaScript	Hack (PHP)	SQL
	React & NodeJS	HTML/CSS	GraphQL
<i>Software</i>	Godot engine	After effects	Clip Studio Paint
	Blender	Photoshop	Procreate
<i>Languages</i>	English	Mandarin Chinese	