Jim Tze Lau

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SKILLS SUMMARY

Programming Languages

c# c++ javascript python

Backend & Databases

github sql

Web & Frontend

css html

Tools & Methods

unity unreal

Media Coverage on Climate Change from 2015-2023

HUDT1002 | Foundations of Humanities and Digital Technologies | 2024-25 Sem 2 | Group Project

HKU Context

Faculty:
Arts Faculty

Department:
Humanities and Digital Technologies

Personal Contribution

Role:
Software Engineer, Data Analyst

Team size:
6

Responsibilities:
- Came up with the main idea of the research project
- Used Python to scrape newspaper articles for analysis

Technical Implementation

Tools and stack:
Python, SQL, Microsoft Excel

Methods used:
Web Scraping, Database Query, Sentiment Analysis, Word Cloud Generation

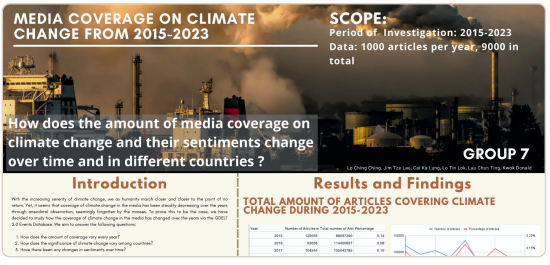
Project Narrative

Problem statement:
We want to find out how the amount of media coverage on climate change and their sentiments change over time and in different countries.

Objectives:
Answer the questions and present in a poster:
1. How does the amount of coverage vary every year?
2. How does the significance of climate change vary among countries

Deliverables:
A3 Poster

Evidence Images



https://canva.link/fmy8pw67sl9qw4m

Game-Tech Timeline

HUDT2100 | Emerging Trends and Trajectories in Digital Practices | 2024-25 Sem 2 | Individual Assignment

HKU CONTEXT

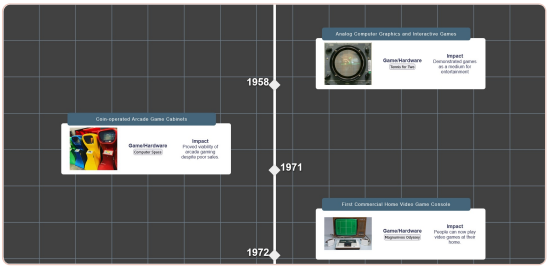
Faculty:
Arts Faculty

Department:
Humanities and Digital Technologies

TECHNICAL IMPLEMENTATION

Tools and stack:
HTML, CSS, Javascript

EVIDENCE IMAGES



https://hoganjimhudt2100.neocities.org/

PROJECT NARRATIVE

Problem statement:
To create any deliverables related to Digital Humanities. Have a goal, learn the methods, and present your learnings.

Objectives:
Create a website that showcases a brief timeline of the evolution of video games alongside the improvements of modern computing and graphics technology.

Deliverables:
Successfully learnt to create and deployed a website.

Behind Bars: Victoria Prison

HUDT2205 | XR in the Humanities | 2024-25 Sem 2 | Group Project

HKU CONTEXT

Faculty:
Arts Faculty

Department:
Humanities and Digital Technologies

PERSONAL CONTRIBUTION

Role:
Software Engineer

Team size:
5

Responsibilities:
- Implemented movement and interactions of the experience using Unreal Engine
- Assisted with creation of 3d Model and Textures

TECHNICAL IMPLEMENTATION

Tools and stack:
Unreal Engine 5, Sketchup, Twinmotion

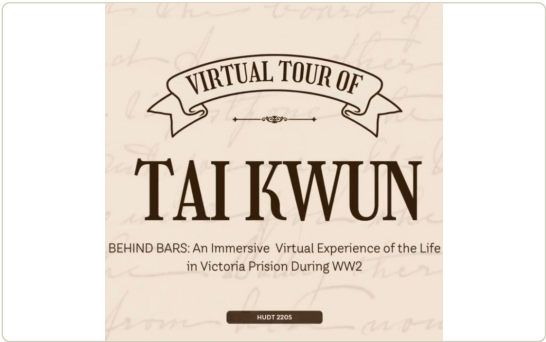
PROJECT NARRATIVE

Problem statement:
To create an immersive experience related to digital humanities

Objectives:
Recreate the jailcell of the Victoria Prison, as well as reimagine how it would have looked like during WW2, and have the player able to move around and interact with objects in the environment

Deliverables:
Working demo made with Unreal Engine

EVIDENCE IMAGES



https://youtu.be/spF1-0IPyLM

Wordle (Clone)

COMP2113 | Programming Technologies | 2025-26 Sem 1 | Group Project

HKU CONTEXT

Faculty:
School of Computing & Data Science

Department:
Computer Science

PERSONAL CONTRIBUTION

Role:
Software Engineer

Team size:
6

Responsibilities:
- Created core Wordle functions for use in every submode
- Created the basic Wordle 4-letter and 5-letter modes

EVIDENCE IMAGES

https://github.com/SuperNoobCraft/COMP2113-Project

PROJECT NARRATIVE

Problem statement:
To create a text-based game using C++

Objectives:
We decided on recreating the famous puzzle game Wordle while adding different submodes and local leaderboards.

Deliverables:
Executable .exe, playable Wordle with multiple modes.

TECHNICAL IMPLEMENTATION

Tools and stack:
C++, Makefile

Pui Ching mIddle School: Where chinese identity meet western modernity

CCCH9059 | Encounters between China and the West | 2025-26 Sem 1 | Individual Assignment

HKU CONTEXT

Faculty:
Arts Faculty

Department:
School of Chinese

EVIDENCE IMAGES

https://canva.link/ob7cyznmsgrdojj

PROJECT NARRATIVE

Problem statement:
To create a poster showcasing the intersection of Chinese and Western cultures, ideas, and more.

Objectives:
Focus on my alma mater, with its unique history and strong crossover between Chinese and Western culture, and elaborate on the similarities and differences.

Deliverables:
A3 Poster.

Course Project Documentation Tool (WIP)

BSIM3021 | Web development, users and management | 2025-26 Sem 2 | Individual Assignment

HKU CONTEXT

Faculty:
Education Faculty

Department:
Information Management

TECHNICAL IMPLEMENTATION

Tools and stack:
HTML, CSS, Javascript, Github Pages

Methods used:
AI-assisted Programming, User-centered design, iterative prototyping, qualitative user needs assessment, accessibility-aware frontend development

CHALLENGES AND OUTCOMES

Challenges faced:
Supporting flexible input-to-output customization while maintaining high usability, accessibility, and ethical data handling, without overwhelming users with excessive options or interactions.

Mitigation:
Usability: autosave and recovery, explicit confirmation for destructive actions, export-first workflows, auto-inferred HKU context, most fields are optional
Accessibility: keyboard-accessible interactions, dark/light visual modes, semantic HTML for screen readers
Ethical Data Handling: local-only data storage to ensure user privacy and ownership

Result summary:
The website enables students to efficiently document, reorder, preview, and export course projects. This BSIM3021 project is documented using the same tool alongside other HKU coursework.

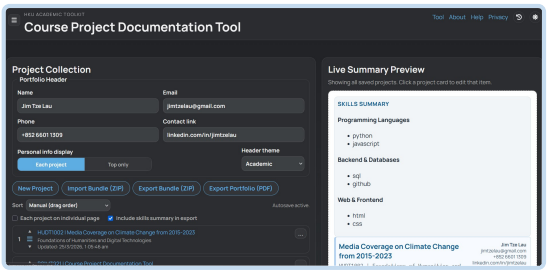
PROJECT NARRATIVE

Problem statement:
HKU students produce many meaningful projects across different courses, but these works are often scattered across learning platforms, cloud folders, and temporary submission systems. When students later prepare portfolios, exchange applications, or reflections, they spend significant effort reconstructing what they did rather than presenting their learning clearly.

Objectives:
To create a user-friendly and accessible web-based tool that helps HKU students document, organize, and reuse their course projects in a consistent structure, while maintaining data ownership and minimizing friction during real academic workflows.

Deliverables:
A browser-based website that allows users to create, edit, reorder, preview, and export documented course projects, with support for PDF and ZIP outputs suitable for applications, submissions, and personal archiving. Accessible on https://supernoobcraft.github.io/hku-toolkit

EVIDENCE IMAGES



https://supernoobcraft.github.io/hku-toolkit/

Happy Derby (WIP)

COMP3329 | Computer game design and programming | 2025-26 Sem 2 | Group Project

HKU CONTEXT

Faculty:
School of Computing & Data Science

Department:
Computer Science

PERSONAL CONTRIBUTION

Role:
Game Designer and Software Engineer

Team size:
2

Responsibilities:
- Implement core gameplay loop of horse racing minigame, including movement, track generation, AI players
- Implement core spectator experience of betting using mobile phone.

PROJECT NARRATIVE

Problem statement:
To create a computer game

Objectives:
To create a game that can involve everyone in the room in a party setting, unlike regular party games that have an upper limit of participants, allow an unlimited amount of spectators to bet while a limited amount of players racing, just like a real horseracing match

Deliverables:
(Work in Progress)

TECHNICAL IMPLEMENTATION

Tools and stack:
Unity, C#