

# David Hua

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## About Me

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I am a computer science student from UBC. I am passionate about leveraging my skills in Web Development, Mobile Application Development, and UI/UX Design to create engaging and functional digital experiences. With a strong foundation in Software Engineering, I am adept at building scalable and efficient solutions that meet diverse business needs. Committed to continuous professional development, I aim to blend cutting-edge technology with practical applications to solve real-world challenges, ensuring I am always ready to contribute effectively to my team and adapt to the dynamic tech industry.

## Education

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**Chinese University of Hong Kong, Shenzhen**, BE in Computer Engineering June 2023 - August 2024

- GPA: 3.7/4.0

**University of British Columbia**, BS in Computer Science August 2024 - Present

- GPA: 4.33/4.33 (93.3/100)

## Experience

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**UI Testing Intern**, GHz Technology Ltd. May 2025 – July 2025

- Conducted independent end-to-end testing of a hospital mobile application, covering full UI functionality prior to internal release.
- Designed and maintained 100+ structured test cases; identified 21 bugs and 4 usability issues, including 4 missed by the internal QA engineer.
- Collaborated with QA and developers to triage, report, and verify fixes using internal tracking tools.
- Supported UI design iteration in early stage of internship by adapting layouts based on evolving client requirements using Figma.

**Undergraduate Research Assistant**, CUHK(SZ) January 2024 – July 2024

- Developed and implemented a web crawler to automatically retrieve ESG reports from corporate websites, enhancing data acquisition efficiency.
- Converted PDF documents into text, increasing data accuracy and reliability.
- Employed advanced large language models to extract critical information from text, streamlining the data processing workflow.
- Created well-designed prompt, significantly reducing the incidence of hallucinated or inaccurate data by 4%, bolstering the integrity of research outcomes.

**Finance Officer**, CUHK(SZ) IEEE Student Branch August 2023 – July 2024

- Pioneered the establishment of the finance department to professionalize budget management and financial oversight, previously managed by the branch leader.
- Initiated and managed a reimbursement project for IEEE membership fees, funded by the School of Science and Engineering, to boost student membership in the global IEEE community.

## Projects

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**UBC Course Visual Planner** View the project on GitHub

- Developed a course-visualizing and planning tool designed to assist students in planning their academic schedules and exploring future courses.
- Ensured accessibility by deploying the tool across multiple platforms, including a dedicated website and a PC application.
- Tools Used: JAVA, Python (JupyterNotebook), HTML/CSS, JavaScript



## UBC MineCraft Player Engagement Analysis

[View the project on GitHub](#)

- Analyzed player behavior on a UBC-hosted Minecraft server using player and session data to identify which types of players contribute the most data, aiding targeted recruitment for future research.
- Tools Used: Python (JupyterNotebook)

## Skills

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### Technical Skills

- **Python (Proficient):** Pandas, Scikit-learn, Numpy, Altair, Matplotlib, Openai
  - **R (Proficient)**
  - **Java (Proficient)**
  - **Web Development (Proficient):** HTML, CSS, JavaScript
  - **Version Control:** Git, GitHub
  - **Software Architecture Design:** Proficient in creating and interpreting UML diagrams to outline and document software systems and processes.
  - **Prompt Engineering**
  - **Excel (Proficient)**
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### Language

- **English (Advanced)**
- **Manderin (Proficient/Native)**
- **Shanghainese (Advanced)**