

Education

University of Oxford (Exeter College)

Oct 2025 – Jun 2029

MPhys in Physics

Oxford, UK

- > Leadership: President of Oxford China Forum; Publicity Director of Oxford University Chinese Society; Publicity team member in the Chinese Students and Scholars Association.
- > Activities: active member of Oxford University Race and Physics Society, focusing on discussions of cutting-edge technologies, engineering design, and quantitative problem calculations.

High School (GHCIS)

Sep 2022 – Jun 2025

Mathematics, Further Mathematics, Physics, Computer Science, IPQ, Chinese

Shanghai, China

- > Results: A* A* A* A* A* A*.

Experience & Projects

Creator – WeChat Annual Report Generator

Dec 2025

Open-source data pipeline project (GitHub repo 46 stars)

- > Designed and implemented a scalable end-to-end pipeline to generate a shareable, Spotify-Wrapped style HTML report from raw WeChat CSV exports (single & group chats).
- > Built a decoupled analysis + render flow, enabling reproducible demos and easy downstream tooling.
- > Tech stack & tradeoffs: Python, Pandas, NumPy, Matplotlib, seaborn, jieba, wordcloud, pillow; focused on offline/local guarantees, UTF-8 robustness, and performance/ memory considerations for large datasets.

Software Engineer – SecondTouchReality

Jul 2025 – Nov 2025

Mixed-reality interaction, ML integration & NLP-based object recognition

Hangzhou, China

- > Engineered a real-time perception and control pipeline: integrated MediaPipe hand-pose estimation with Unity via UDP to enable low-latency 3D interactions.
- > Developed an NLP-based object recognition module that maps free-text commands to scene object classes and attributes, enabling robust text→object grounding for interactive scenarios.
- > Implemented end-to-end integration: tokenisation & intent parsing (rule-based + light ML), object disambiguation, and command routing to Unity interaction handlers, reducing false activations in noisy inputs.
- > Focused on production constraints: latency optimisation, lightweight models / heuristics for on-device inference, and reproducible demos with clear tech stack (Python, MediaPipe, Unity, UDP).

Technical Director – HSRT (APEXION Team)

Jun 2025 – Aug 2025

Engineering build, testing, and on-site debugging

Shanghai, China

- > Contributed to chassis testing, part fabrication, and technical documentation; coordinated on-site repairs and race testing.
- > Team placed 3rd overall.

Research Project – IPQ

Mar 2023 – Mar 2024

Pendulum damping modelling and experimental data analysis

- > Derived equations of motion and validated predictions against lab measurements using NumPy, SciPy, and Matplotlib.

Technical Skills

Programming: Python (Pandas, NumPy, SciPy), C++, Arduino, LaTeX

AI/ML Tooling: PyTorch, MediaPipe, data pipelines, real-time inference integration

3D modelling & Video editing: Blender, Unity, Premiere Pro, After Effects

Data & Visualisation: Matplotlib, Pandas, Jieba, Wordcloud, HTML rendering

Additional

Languages: English (C1), Chinese (Native)