

TAM, Ka Ho Sam

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Education

The Chinese University of Hong Kong

Expected Jul 2025

B.Eng. in Artificial Intelligence: Systems and Technologies

- **Major GPA:** 3.795/4.000
- **Awards:** *Dean's List*: 2021-22, 2022-23, 2023-24; *CSE Outstanding Academic Performance (Bronze)*, 2023-24
- **Relevant Courses:** Python, C++, Statistical Analysis, Time Series, Applied Deep Learning, NLP

Work Experience

Machine Learning Intern, Glassbox AI Limited, Sha Tin

Jun 2024 – Nov 2024

- Developed a backend pipeline for automated data fetching from multiple APIs and performing LLM inference with **fine-tuned LLaMa** using **Python, Flask, and MySQL**
- Worked with **LLaMa** and **streamlit** for Chinese-to-sign-language translation task
- Studied temporal alignment techniques on gesture sequences, including **DTW** and **CTC loss**

Projects

Final Year Project: Invariant Hand Gesture Representation Learning with Contrastive Learning 🎮 | PyTorch

Sep 2024 – Apr 2025

- Enhanced model generalization over unseen data classes (static hand gestures) with few-shot inputs
- Implemented curriculum-based augmentations (**curriculum learning**) with large unlabelled synthetic datasets (MANO) alongside labelled data
- Explored **temporal contrastive learning techniques** on dynamic gesture recognition by testing on **LSTM**

Named Entity Recognition (NER) Project 🎮 | Python, Deep Learning, NLP

Mar 2025 - Apr 2025

- Fine-tuned **BERT** for Named Entity Recognition
- Evaluated **entity masking** on model performance and generalizability over unseen named entities.

Vision Transformers: Scaling on Small-Scale Datasets 🎮 | Python, PyTorch

Jun 2023 – Apr 2024

- Evaluated generalizability of **Vision Transformers (ViTs)** like **ViT, DeiT** on small-scale datasets compared to CNN-based architectures like **ResNet**.

Android Event-Planning App 🎮 | Java

Mar 2023 – Jan 2024

- Managed end-to-end **software development cycle** from UI design, core functions to backend integration
- Optimized data handling with **RoomDatabase** and **SQL** queries

Deep Q-Learning Agent for Third-Person Shooter Game 🎮 | Python, Keras

Oct 2022 – Dec 2022

- Collaborated in a team of 2 to create a custom Python Gym environment for a 2D third-person shooter game
- Implemented an AI agent with **Deep Q-Network** that increased average kill streak by 30× and extended survival time by 4× over baseline

Skills

Programming: Python, Java; C/C++

Web & Backend: Flask, MySQL; Git, Docker, Linux; HTML/CSS, JavaScript; React

AI/ML: PyTorch, TensorFlow, Keras, Pandas, NumPy, OpenCV, Matplotlib

Specializations: Computer Vision (ResNet, U-Net, ViT, GANs, Diffusion), Natural Language Processing (LSTM, BERT, LLaMa), Reinforcement Learning (DQN)

Language: Cantonese (Native), English (Fluent), Mandarin (Native)