LEFINNO KWOK

AI PLATFORM ENGINEER · HONG KONG

lefinnokwok@gmail.com · +852 93129137 · www.lefinnokwok.com · github.com/lefinnok · linkedin.com/in/lefinno

I build AI systems that can be audited and games that can be finished. Enterprise delivery, integration and research on one side; commercial games and hardware on the other.

EXPERIENCE

Analyst, Deloitte

Sep 2026 to present

Enterprise AI platform engagement, Hong Kong

- Built the integration layer for an enterprise AI agent platform: identity, scheduled directory synchronisation, credentialed read-only data access and alerting.
- Authored an offline porting tool in Rust that inventories dependencies, stamps versions and produces checksummed bundles, removing a vendor dependency from the delivery path.
- Reverse-engineered the vendor CLI and documentation, then wrote the findings report, acceptance plan and handover used by the delivery team.
- Packaged offline deployment with high availability, backups and runbooks; resolved on-site issues across technical and functional analysis.

Digital Foundry Intern, Deloitte

Sep 2024 to Aug 2025

Client digital practice deployment

- Led end-to-end deployment of a new digital practice for a luxury retail client; the client recorded a 72% increase in purchases and a 25% rise in revenue per user within two weeks.
- Designed and pitched an IoT solution measuring marketing effectiveness using analytics, classification and computer vision.

University Collaborations Intern, HKSTP

Jul to Aug 2024

- Built a small CRM that automated mass email and query handling, lifting throughput from about 70 to about 400 queries per person per day.
- Coordinated across universities, engineering teams and non-technical stakeholders.

Electronics then Software Engineer, AI Mnemonic

Jun 2021 to Mar 2022

- Designed video transmission protocols that lifted throughput from 0 to 3 FPS, then to 16 FPS.
- Started three sub-projects across embedded, mobile and electronics; introduced processes that raised weekly task throughput by 10 to 80%.

Founder and technical lead, Chefs Hat Studio

2025 to present

- Run the studio and lead technical direction on Eccentricity, a commercial Steam title rebuilt from a jam prototype.
- Own the data pipeline, test suites and encrypted release process for Windows and macOS.

SELECTED PROJECTS

Probabilistic Decision Support (COMP4801 capstone)

2025 to 2026

- Natural-language interface to Bayesian, MDP and multi-criteria models, with provenance and evidence grading on every fact; 1,069 tests.
- Evaluated against five language models across four scenarios: 8 to 89% composite quality lift, largest gains in attribution and traceability.

GGJHK event platform

2026 to 2027 event

- Bilingual operations platform for 300 to 400 jammers: registration, QR check-in, teams, submissions, judging, stage and certificates. Eight role workspaces, 168 tests, one VPS.

8-bit transistor computer

2020

- Working computer from discrete logic, including an original 11-transistor full adder, a custom instruction set and a browser simulator.

SKILLS

Languages: Go, Rust, Java, Python, TypeScript, C/C++, GDScript

AI: LLM orchestration, evaluation design, Bayesian networks, MDP, MCDA, Monte Carlo

Infrastructure: Linux, Docker, Kubernetes, systemd, Caddy, offline deployment, high availability

Craft: Godot, Unity, shaders, KiCad, embedded C, 3D printing

EDUCATION AND LANGUAGES

BEng Computer Science, The University of Hong Kong, 2022 to 2026

Languages: Cantonese (native), Mandarin (fluent), English (fluent)

References: available on request