

Jingwen (Lambo) Zhuang

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PROFILE

MSc student in Interactive Media Technology at KTH, graduating Sep 2026, with a B.Sc. in Software Engineering. I build and evaluate real-time AI agent systems, currently developing a multimodal voice-and-vision assistant for AR glasses at Ericsson. Seeking AI/agent, frontend, backend, or full-stack engineering roles in Sweden.

EXPERIENCE

Research Intern Jun 2026 – present
Ericsson, Consumer & IndustryLab · Stockholm, Sweden

- Developing a real-time multimodal AI assistant on AR glasses (RayNeo X3 Pro, Android): live voice and video are streamed to a Gemini Live-based agent that guides users through hands-on tasks.
- Designing a controlled user study to quantify how network conditions affect agent responsiveness and user experience, reusing a self-built network emulation platform for reproducible conditions.

Master Thesis Jan 2026 – Jun 2026
Ericsson, Consumer & IndustryLab · Stockholm, Sweden

- Developed a VR voice-agent system for studying conversational AI quality of experience (QoE): built a Unity client and adapted a Pipecat-based agent backend (VAD→STT→LLM→TTS) for real-time voice interaction in VR.
- Developed a Linux-based experiment orchestration platform on top of netem, enabling reproducible user studies under controlled network conditions (latency, bandwidth, packet loss).
- Conducted a controlled user study (N = 19) on how network degradation affects conversational agent QoE; found that uplink packet loss hurt the experience disproportionately by corrupting speech-to-text input to the LLM.

Teaching Assistant Nov 2025 – Jan 2026
KTH, DH2642 Interaction Programming and the Dynamic Web · Stockholm, Sweden

- Supported students on a 100+ student course building React/Vue applications (state management with Redux and MobX); ran quizzes and coached project teams through the full development cycle.

SELECTED PROJECTS

WizzyWorks  · Interactive Installation at Tekniska Museet

- Built a public museum installation where visitors design custom fireworks on their phones and launch them on a shared immersive projection: visuals and sound synchronized in real time across phones and projection over WebSockets, motion tracking with OpenCV, graphics in Godot.

The Shop at the End of the Galaxy  · Full-Stack Web Application

- Designed and built a full-stack marketplace for real near-Earth asteroids using NASA data: Next.js + Express.js + MongoDB, GraphQL API, Zustand state management.
- Deployed and operate it on a self-hosted Linux server with Docker and Caddy (HTTPS, reverse proxy, CI/CD via GitHub Actions).

iJourney  · AI-Powered Travel Planning iOS App

- Built an iOS app integrating the OpenAI API to generate personalized itineraries with Apple Maps integration (SwiftUI, MVVM); B.Sc. graduation project.

More projects at lambozhuang.me.

TECHNICAL SKILLS

AI / Agents	LLM APIs (Gemini Live, OpenAI), real-time voice/multimodal agent pipelines (Pipecat, LiveKit), agent evaluation & controlled user studies
Backend	Python, Node.js/Express, GraphQL, REST, MongoDB, WebSocket/WebRTC, Docker, Linux, CI/CD (GitHub Actions)
Frontend & Mobile	TypeScript, React/Next.js, Vue, Swift/SwiftUI
Other	Unity, Godot, C#, C++, Figma, AI-assisted development (Claude Code, Copilot)

EDUCATION

KTH Royal Institute of Technology · MSc, Interactive Media Technology · Stockholm, Sweden	2024 – 2026
Blekinge Institute of Technology · Exchange year, Software Engineering · Karlskrona, Sweden	2023 – 2024
Zhejiang University of Technology · B.Sc., Software Engineering · Hangzhou, China	2020 – 2024

AWARDS & LANGUAGES

- Winner, Apple WWDC Swift Student Challenge (2021)
- 3rd Prize, 7th CCCC Mobile Application Innovation Contest Finale (2022)
- English (fluent, IELTS 7.5) · Chinese (native) · Swedish (basic, actively learning)