ANDREW HONG
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EDUCATION

University of Virginia, Charlottesville, VA
Bachelor of Arts in Computer Science   *August 2023 - Present*
- Cumulative GPA: 3.847
- Technical: Python (Django, Flask), Javascript/TypeScript, HTML/CSS, React, Svelte, Java, C#, PHP, Go, R, Git, AWS (S3, EC2, Lambda, RDS), SQL
- Coursework: Linear Algebra, Linear Regression, Computer Architecture, Data Structures and Algorithm, Software Engineering, Multivariable Calculus,

WORK EXPERIENCE

Mobile App Developer, Charlottesville, VA
I-S2EE Lab (UVA Department of Civil and Environmental Engineering)   *September 2024 - Present*
- Directed 3-person team to construct Struct-AR, an AR mobile application for iOS and Android targeting visualization of structural engineering principles, reducing time to learn concepts by 25% based on user feedback
- Created interactive AR stress visualizations for more than 10 building structures using Unity 3D and Vuforia's AR SDK
- Implemented Unity Cloud logging to track 90+ student interactions and usage metrics

Research Assistant, Charlottesville, VA
Ultimate User Interface Lab (UVA Department of Computer Science)   *August 2024 - Present*
- Assisted in writing paper Things2Reality under Google-funded PhD student, conducting a user study with 12 participants and 48 questionnaires to analyze interactions between participants with the Segment Anything Model and Large Multi-View Gaussian Model, enabling AI generation of 3D models in a Unity VR environment
- Developing a full-stack web application facilitating designers to quickly simulate human-like conversations between up to 6 simultaneous LLM agents in under 2 minutes, utilizing React, Express, and the OpenAI API.

Teaching Assistant, Charlottesville, VA
UVA Department of Computer Science & Japanese Department   *August 2024 - Present*
- Ran weekly lab sessions and office hours for 45+ undergraduates in computer architecture, Assembly, and C programming
- Streamlined and cut manual grading time by 95% for a course of 500+ CS students by configuring Gradescope's AI-assisted grading tools
- Tutored 4 Japanese students weekly to achieve TOEIC scores above 900/990, facilitating career growth through proficient English skills

Research Assistant, Fairfax, VA   *May 2024 August 2024*
UVA Department of Physics
- Developed NPC and voice logic in Unity for the VR game "Give the People What They Want", increasing player engagement by 25%
- Resolved ~15 bugs identified during playtesting and updated the final build on Steam and the Meta Store

Software Developer Intern, Bethesda, MD
Starlight Vintage Studios   *May 2023 - June 2023*
- Developed NPC and voice logic in Unity for the VR game "Give the People What They Want", increasing player engagement by 25%
- Resolved ~15 bugs identified during playtesting and updated the final build on Steam and the Meta Store
- Led live demos at marketing booth; Engaged 100+ visitors and gathered valuable player feedback to inform design adjustments

PROJECTS

BoardShare, Django, PostgreSQL, Bootstrap, Heroku, AWS
Fullstack Developer   *January 2025 - Present*
- Developed fullstack Django app for a university boardgame club, enabling 20+ members to catalog, rent, and manage board games; implemented responsive Bootstrap UI and AWS S3 integration via Boto3 for image storage in an Agile team
- Set up CI/CD pipelines with GitHub Actions for automated testing and deployment to Heroku

Computer and Network Security Club at UVA, Typescript, React, Tailwind
Frontend Developer   *September 2024 - Present*
- Enhanced VM metric monitoring for a club-owned cluster by setting up Grafana and Prometheus, enabling real-time performance tracking for 10+ virtual machines
- Developing a SvelteKit web UI to streamline VM deployment on club-owned clusters and servers

ACTIVITIES

Comics and Animation International Exploration (Club), Charlottesville, VA
Treasurer   *August 2024 - Present*
- Managed over $3,000+ of club finances and secured $1,500 in grants for funding for conventions, hotels, merchandise, and prints of club published magazines for ~20 regular members
- Increased participation and dues revenue by 15% through gamifying participation with a C# (Discord.Net) bot letting users redeem points for prizes from a $400+ merchandise pool