

JUNGTAEK HONG

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<https://github.com/Myshro>

EDUCATION

University of Virginia, Charlottesville, VA

Bachelor of Arts in Computer Science

August 2023 - Present

- Cumulative GPA: 3.928
- Courses: Data Structures and Algorithm 1, Discrete Mathematics 1, Multivariable Calculus, Linear Algebra, Computer Architecture
- Technical: Python, Java, Unity, C#, JavaScript / Typescript, HTML, CSS, React, Svelte, Tailwind, Bootstrap, ASP.NET, PostgreSQL
- Languages: English (Native), Japanese (Fluent, prospective N1 level), Korean (Basic)

WORK EXPERIENCE

AR App Developer, Charlottesville, VA

Department of Civil and Environmental Engineering

September 2024 - Present

- Adding functionality onto AR app to be used in UVA structural engineering classes (30 students) to visualize stresses on building components

Research Assistant, Charlottesville, VA

UVA Department of Computer Science

May 2024 - Present

- Collaborated PhD students with research tasks; Conducted VR user tests with 10+ participants over a one-week period
- Gained hands-on experience in human-computer interaction research methodologies

Teaching Assistant, Charlottesville, VA

UVA Department of Computer Science

August 2024 - Present

- Led over 60 undergraduate students in weekly programming lab sessions each semester and gave guidance in programming assignments, focusing on computer architecture, and C language knowledge and applications

Research Assistant, Charlottesville, VA

UVA Department of Physics

May 2024 - August 2024

- Designed and published an educational Unity game demonstrating gravitational wave concepts with a 4 person team
- Orchestrated regular team meetings and maintained effective communication channels

Starlight Vintage Studios, Fairfax, VA

Software Engineer Intern

May 2023 - July 2023

- Developed using C# and Unity's Oculus SDK, implementing game features and fixing bugs for "Give the People What They Want", a VR game
- Completed end to end playtesting for one complete patch, collaborated with small team

PROJECTS

Prize Distribution Bot, C#, Azure

Developer

June 2024 - Present

- Created a Discord bot capable of registering users and randomly distributing \$400 worth of prizes to over 65 people; Built in 1 week
- Developed custom logging system for enhanced monitoring of distribution

Computer and Network Security Club at UVA, Typescript, Svelte, Tailwind

Frontend Developer

August 2023 - Present

- Constructing a webpage hypervisor, allowing users to provision and customize Virtual Machines using UVA's (Rice Hall) server room and infrastructure
- Collaborating with pipeline and backend teams to process user inputted JSON into Terraform HCL and Ansible YAML

HACK Language Assembler, Python

Developer

February 2023 - March 2023

- Programmed assembler capable of converting 8 bit assembly code for the HACK language into machine code
- Implemented virtual ALU, CPU, RAM, building and using 16 fundamental logic gates to build a functional mini-computer

ACTIVITIES

Immersive @ UVA (Club), Charlottesville, VA

Vice President

August 2024 - Present

- Leveraged VR technology (Unity, Udon#, Blender) to create in total 4 VR environments, avatars, and replicas of areas within UVA
- Fostered a global partnership with Toyota Technological Institute's VR club; Collaborating on co-publishing a VR art magazine; Translating from JP-EN and EN-JP to coordinate monthly cultural exchange events ~10 members

Comics and Animation International Exploration (Club), Charlottesville, VA

Treasurer

August 2024 - Present

- Managing \$1,600 to be used for club events, merchandise, and magazine publications to ~40 regular members; inspected accounting practices,