

Louis Hong

Contact Info

honglouis97@gmail.com
linkedin.com/in/louisgames
louishong.com

Skills

- C++
- C#
- Python
- Data-Structure & Algorithm
- Statistics
- Object-Oriented Programming
- Speak Chinese
- C
- Java
- HTML/CSS/JS
- Linear Algebra
- Data-Oriented Programming
- Unity Engine

Work

VR/AR Product Manager

MXTReality, MyPad3D Inc.

Seattle, WA

Apr 2019 - Jul 2020

- Communicate directly with client to understand needs
- Translate client requirements into systems
- Design systems for AR & VR products
- Utilize ARKit and AR Foundation
- Optimize Post-processing to enhance visuals

Academic Projects

Product Manager and Software Engineer

INKPOSSIBLE, Created with C++

Sep 2018 - Apr 2019

- Lead production for a team of five, consists of engineers and designers.
- Engineered ECS Game Engine
- Engineered Physics Engine with SAT collisions
- Engineered 2D Graphics Engine using DirectX 11 with Materials and Batching

Product Manager and Software Engineer

RAILZ, Created with C

Feb 2017 - Apr 2017

- Lead production for a team of five, consists of engineers and designers
- Engineered ECS Game Engine
- Engineered 2D Graphics Engine
- Present to live audience at PAX West 2017

Unity Projects

Software Engineer

SKRRT, Mobile Game in C#, 3D Infinite Runner

Mar 2018

- Utilize Behavior Tree for Infinite Procedural Generation
- Design interaction systems for touch screen

Software Engineer

ASTEROIDS 2, PC Game in C#, Mind Bending 3D Asteroids in Unity Engine

Mar 2019

- Engineer tools and systems for wrapped 3D space
- Engineer gameplay in wrapped 3D space
- Optimizing physics simulation for large amount of rigidbodies (Asteroids)
- Optimizing rendering of large amount of 3D meshes (Asteroids)
- Engineer Networked Highscore System

Software Engineer

AR Shooter, Mobile Game in C#, Experimental Mixed Reality Shooter Gameplay

Mar 2019

- Design interactions system for mobile augmented reality

Education

Bachelor of Science: Computer Science in Real-time Interactive Simulation

DigiPen Institute of Technology

Expected in April 2021