LOUIS HONG

BELLEVUE, WA 98004 | (425) 753-9899 | honglouis97@gmail.com | LinkedIn linkedin.com/in/louisgames

About

Skilled in Unity Engine, C++/C, algorithms, linear algebra, gameplay, system, graphics, engine engineering. Strong engineering professional with a Bachelor of Computer Science focused on Real-time Interactive Simulation from Digipen Institute of Technology.

Skills

- Unity Engine
- C++/C
- Algorithms
- Linear Algebra
- Gameplay Engineering
- System Engineering
- Tools Engineering
- Engine Engineering (ECS and OOP)
- Machine Learning

Work History

Software Engineer   Apr 2019 - Jul 2020
MXTreality & MYPAD3D   Seattle, WA
Responsible in the team as the gameplay, system, tools, and shaders engineer in the
Unity Engine for multiple shipped commercial VR and AR projects for our business clients.

Engine and Graphics Programmer   Sep 2018 - Apr 2019
DigiPen Institute Of Technology   Redmond, WA
INKPOSSIBLE
- Producer for a student team of five
- Custom ECS game engine using C++ and DirectX 11 development
- Custom in-game ECS editor using IMGUI
- Unity like Material system development
- Physics and Collision engine development

Game Director, Gameplay and Engine Programmer   Feb 2017 - Apr 2017
DigiPen Institute Of Technology   Redmond, WA
RAILZ (Presented at PAX West)
- Gameplay design
- Production management of five team members
- Development and design of ECS game engine with C
- Gameplay and System Engineering

Education

Bachelor of Science: Computer Science in Real-time Interactive Simulation   Expected in Apr 2020
DigiPen Institute of Technology   Redmond, WA