

Louis Hong

Contact Info

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

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

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

Work

XR Gameplay and Tools Engineer, Software Engineer

MXTRReality, MyPad3D Inc.

Seattle, WA

Apr 2019 - Jul 2020

- Communicate directly with client to understand needs
- Understand and translate client requirements into systems
- Design and script systems for AR & VR Products
- Engineer ARKit, AR Foundation
- Optimize Post-processing to enhance visuals

Team Projects

Product Manager, Engine Engineer

INKPOSSIBLE, 2D Shooter Platformer in C++ - DigiPen Institute of Technology

Sep 2018 - Apr 2019

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

Product Manager, Engine Engineer

RAILZ, 2D Shooter Game in C - DigiPen Institute of Technology

Feb 2017 - Apr 2017

- Plan & Facilitate production for a team of five, consists of engineers and designers.
- Engineered 2D Graphics Engine
- Engineered ECS Game Engine

Solo Projects

Unity Engineer

SKRRT, Mobile, 3D Infinite Runner

Mar, 2018

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

Unity Engineer

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

Mar, 2019

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

Unity Engineer for Mobile

AR Shooter, Mobile, Augmented Reality, Experimental Mixed Reality Shooter Gameplay

Mar 25, 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