

# ALEXANDER HONG

PROGRAMMING • ILLUSTRATION • DESIGN

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## SKILLS

### PROGRAMMING LANGUAGES

Java  
Python  
C  
RISC-V  
C#  
HTML/CSS  
C++

### APPLICATIONS

Adobe Suite  
IntelliJ  
Autodesk Maya  
Git / GitHub  
Pixar Renderman  
Android Studio  
LaTeX  
Unity 3D  
Unreal Engine

## AWARDS

SodaHacks 2018 Finalist  
National Merit Finalist, 2017  
Scholastic Art & Writing  
Award: Gold Key, 2016

## EDUCATION

### B.S. ELECTRICAL ENGINEERING AND COMPUTER SCIENCE

EXPECTED GRADUATION MAY 2021, 3.5 GPA

#### RELEVANT COURSEWORK:

- Structure and Interpretation of Computer Programs
- Designing Information Devices and Systems I & II
- Data Structures and Algorithms
- Discrete Mathematics and Probability Theory
- 3D Modeling and Animation
- Great Ideas in Computer Architecture
- Efficient Algorithms and Intractable Problems



## PROJECTS

#### Bowl-a-ball VR / Spring 2018

- Created at SodaHacks 2018
- Modeled assets in Maya, worked on code for physics and Oculus SDK integration using Unity and C#

#### Rogue-like game / Spring 2018

- Written in Java with a partner
- Worked on the map generation algorithm, save/load features, seed-based generation, and tile bitmasking for graphics.

#### Voice-activated car / Spring 2018

- Part of the "SIXT33N" partner project for EE16B, code written in C
- Designed circuit and used machine learning algorithms for voice control

## EXPERIENCE

### UC BERKELEY EECS DEPARTMENT / 2018

#### CS61A Academic Intern

- Assisted TAs, helping students with computer science principles and Python assignments

### THE DAILY CALIFORNIAN / 2018-PRESENT

#### Assistant Design Editor, Head of Illustrations & Infographics, Editorial Illustrator

- Making weekly editorial illustrations for print and online publication
- Coordinating all illustration & infographic artists by communicating assignments and deadlines and checking in with related departments

### UCBUGG: UNDERGRADUATE GRAPHICS GROUP / 2018-PRESENT

#### Beginner Student Director, Advanced Student

- Directed a 3D animated short called *Symbiotic*, working with a team to make character designs, storyboards, 3D models, rigs, and all other parts of the pipeline for the short
- As an advanced student, worked primarily on human character modeling and rigging

### VR @ BERKELEY / 2018-PRESENT

#### VR Game Development Project Team Member

- Working on preproduction, learning C++ development for VR game in Unreal Engine

### JOURNAL OF YOUTHS IN SCIENCE / 2014-2017

#### Co-Editor-in-Chief, Layout Designer, Graphics Artist

- Oversaw creative and editorial direction of the magazine
- Read and edited research writing on various fields of science
- Designed pages and made various illustrations across three years

# ALEXANDER HONG

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Ariel,

I am applying for Assistant Design Editor for Spring 2019 at *The Daily Californian*. In my previous terms at *The Daily Californian*, I have worked as an editorial illustrator from Spring 2018 to the present and the Head of Illustrations and Infographics for Fall 2018.

I am largely a self-taught illustrator. Joining this department, I was able to hone my illustration skills in a professional setting, learning how to quickly execute compositions to match with articles. However, I often felt detached from the rest of the department, where most of the work is done remotely and there is little communication for the average member outside of weekly email exchanges. As the Head of Illustrations and Infographics, I've been able to meet many people within and outside of the department. I've learned about the organization and picked up new skills such as layout design, and I've been able to pass on some of my own knowledge.

Other than my illustration experience, I believe I'll be a strong assistant due to my knowledge of the different parts of the design department, with moderate experience in layout design and graphic art on top of my experience with illustration. I have excellent communication skills, which has been shown in my work as Head of Illustration and Infographics—even if I am known to miss a document email from time to time. I believe I'll be able to manage the various duties of an Assistant Design Editor, as I already have experience with checking flats, attending prelim, and grabbing Menchie's.

Heading into my fourth term working at *The Daily Californian*, I want to continue to improve my illustration and design skills, and to teach others about what I've learned. As an Assistant Design Editor, I would focus on increased communication within and between the different parts of the design department, and using my experience to bring back our department workshops. This semester, I began to contact illustrators and infographic artists through text and other means outside of email to have more conversational platforms with them, and I think that continuing to find new ways to encourage communication will help people feel that they are members of a community. I also want to try contacting past members of the department, as well as art and design teachers to lead workshops, since many members seem interested in professional development and learning more about industry.

I hope you will consider me for Assistant Design Editor.

Sincerely,

Alexander Hong

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