## **ALEXANDER HONG**

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To Whom It May Concern,

As a computer science student with a passion for the arts, I am excited to apply for the Pixar Undergraduate Program for Summer 2019.

From my first semester of college in fall 2017, I decided to balance out my technical-heavy coursework with a course called Art for Animation (AFA), a student-taught course which gave me a brief introduction to visual development and preproduction for animation. The following semester, I enrolled in AFA's sister course, which is offered by the UC Berkeley Undergraduate Graphics Group (UCBUGG), which is similarly student-run. Through UCBUGG, I directed a 3D animated short called "Symbiotic," gaining an introduction to the 3D animation pipeline. I returned the following semester as an advanced student, working in a group of advanced students on a short called "Time Less."

Character modeling and rigging became particular areas of focus for me, as the technical aspects of translating 2D artwork to 3D fascinate me. I enjoy troubleshooting scenes, fixing issues from wonky rigs to incorrect render setups, buggy shaders to invalid meshes. I've learned how to solve these problems from UCBUGG, whether it's through the other students and instructors or digging through Maya until I find a solution. I loved the community I found in UCBUGG, and I am now one of the instructors for the course in my 4th semester at UC Berkeley.

What initially drew me to 3D animation was the intersection between the arts and technology. However, the reason I've stayed in the community is because of the people that I've met. I've been able to work with people from many different backgrounds and majors, with so many different interests and specialties, and I've learned a lot from working with them. However, I know that the animation community extends far beyond UCBUGG and the people I've met at Berkeley; I know that I have a lot more to learn, which is why I'm applying to this internship program.

I hope you will consider me for Pixar's Undergraduate Program.

Sincerely,

Alexander Hong