ALEXANDER HONG

EECS @ UC BERKELEY

alexandervhong@gmail.com
858-254-1533
alexanderhong.github.io
GITHUB: alexanderhong

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
Unreal Engine

AWARDS

SodaHacks 2018 Finalist

National Merit Finalist, 2017

Scholastic Art & Writing Award: Gold Key, 2016

EXPERIENCE

UC BERKELEY EECS DEPARTMENT / FALL 2018

CS61A Academic Intern

- Assisted TAs, helped teach students computer science principles through Python

THE DAILY CALIFORNIAN / SPRING 2018 - PRESENT

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

- Making weekly editorial illustrations for print and online publication
- Helping illustrators learn digital art skills and providing feedback
- Coordinated all illustration & infographic artists by communicating assignments and deadlines and checking in with related departments

UCBUGG: UNDERGRADUATE GRAPHICS GROUP / SPRING 2018 - PRESENT

Spring 2019 Facilitator, 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
- Wrote simple scripts in Python to run in Maya

VR@B: VIRTUAL REALITY AT BERKELEY / FALL 2018 - PRESENT

VR Game Development Project Team Member

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

PROJECTS

Bowl-a-ball VR / Spring 2018

- Created at SodaHacks 2018, an 18-hour hackathon, in a team of four
- Modeled assets in Autodesk Maya
- Worked on code for bowling physics, player control, and Oculus SDK integration in Unity and C#

Rogue-like game / Spring 2018

- Written in Java with a partner
- Planned the game's code using OOP concepts
- Worked on a map generation algorithm, save/load features, seed-based random generation, and tile bitmasking

Voice-activated car / Spring 2018

- Part of the "SIXT33N" partner project for EE16B, code written in C
- Designed circuit for integrating micboard with microcontroller and used machine learning algorithms for voice control
- Applied theoretical linear algebra and circuit analysis concepts taught in class to a tangible product

EDUCATION

B.S. ELECTRICAL ENGINEERING AND COMPUTER SCIENCE

EXPECTED GRADUATION MAY 2021, **3.5 GPA**

Berkeley
UNIVERSITY OF CALIFORNIA

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