

Alexander Hong

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Skills

Programming Languages

Python
C
Java
C++
x86
C#
HTML/CSS

Development Tools

Eclipse
Git
MS Visual Studio
IntelliJ
Android Studio
Unity
Unreal Engine

Graphics Tools

Adobe Suite
Autodesk Maya
Substance Painter
LaTeX
Pixar RenderMan

Interests

Animation
Computer graphics
Design
Teaching
Video games

Education

University of California, Berkeley

B.S. Electrical Engineering and Computer Science

Expected Graduation May 2021, 3.51 GPA

Coursework

- Structure and Interpretation of Computer Programs
- Designing Information Devices and Systems I
- Designing Information Devices and Systems II
- Data Structures and Algorithms
- Discrete Mathematics and Probability Theory
- Great Ideas in Computer Architecture
- Efficient Algorithms and Intractable Problems
- Introduction to Machine Learning
- Introduction to Database Systems
- Operating Systems and System Programming
- Foundations of Computer Graphics
- Computer Security

Experience & Organizations

UCB Undergraduate Graphics Group / January 2018 - Present

Course Facilitator, 3D Generalist

- Gave lectures and developed course materials on 3D modeling and animation fundamentals, with a focus on technical parts of the pipeline
- Advised teams of beginner students on all parts of the 3D animation pipeline
- 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
- Worked primarily on human character modeling and rigging on other shorts, while also providing technical support

The Daily Californian / February 2018 - Present

Design Editor, Editorial Illustrator

- Worked in the office 16-20 hours per week during the school year to oversee print design
- Developed art direction for multiple special issues per semester
- Coordinated and trained illustrators, designers, and graphic artists
- Made at least one editorial illustration per week for print and online

Computer Science Mentors / January 2019 - May 2019

CS88 Junior Mentor

- Taught a weekly section of students about computer science principles

Projects

Bowl-a-ball VR / Spring 2018

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

Pintos Operating System Extension / Fall 2019

- Written in C with a group of four for Operating Systems and System Programming.
- Designed sections of the operating system such as user programs, filesystem, scheduler, and more.
- Additions had to integrate with and match the style of the existing codebase.