ALEXANDER HONG

PROGRAMMING • ILLUSTRATION • DESIGN

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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY EXPECTED GRADUATION 2021

B.S. ELECTRICAL ENGINEERING AND COMPUTER SCIENCE 3.5/4.0 OVERALL GPA

SELECTED COURSEWORK:

- CS61A: Structure and Interpretation of Computer Programs
- EE16AB: Designing Information Devices and Systems I & II
- · CS61B: Data Structures and Algorithms
- CS70: Discrete Mathematics and Probability Theory
- UCBUGG: 3D Modeling and Animation
- CS61C: Great Ideas in Computer Architecture
- CS170: Efficient Algorithms and Intractable Problems

(Currently enrolled courses in blue)

PROJECTS

Bowl-a-ball VR:

- Created at SodaHacks 2018 using Unity and the Oculus VR SDK
- I modeled assets in Maya, worked on physics for bowling ball and Oculus SDK integration using Unity and C#
- Made it to finalist round during judging

Rogue-like game:

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

Voice-activated car:

- Part of the "SIXT33N" project for EE16B, code written in C
- Designed circuit to integrate microcontroller, micboard, passive filters, and motors with partner, and used machine learning algorithms (principal component analysis and k-means) for voice control

"Symbiotic":

- I wrote and directed an animated short film, overseeing a team of five for the semester
- Modeled assets in Maya, rendered in Pixar Renderman
- Used Google Cloud and Zync to render short

ORGANIZATIONS / WORK EXPERIENCE

VR @ BERKELEY (2018-PRESENT) / BERKELEY

VR game development project team member

 Working on preproduction, assets, game logic for VR game in Unity, Unreal Engine

THE DAILY CALIFORNIAN (2018-PRESENT) / BERKELEY

Head of Illustrations & Infographics, Editorial Illustrator

- Make weekly editorial illustrations for print and online publication, occasionally cover design
- Coordinate all illustration & infographic artists by communicating assignments and deadlines, ensuring deadlines are kept, and checking in with related departments

JOURNAL OF YOUTHS IN SCIENCE (2014-2017) / SAN DIEGO

Co-Editor-in-Chief (2017), Layout Designer, Graphics Artist

- Oversaw creative and editorial direction of the magazine, coordinating with different departments
- Read and edited research writing with topics including organic chemistry, microbiology, and applied mathematics
- Designed pages and made various illustrations across three years

SKILLS

LANGUAGES

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

APPLICATIONS

Git, Autodesk Maya, Unity, Adobe Suite, Google Suite, Microsoft Suite