

ALEXANDER HONG

PROGRAMMING • ILLUSTRATION • DESIGN

alexandervhong@gmail.com

858-254-1533

GITHUB: alexanderhong

PORTFOLIO WEBSITE:

alexanderhong.github.io

SKILLS

PROGRAMMING LANGUAGES

Java
Python
C
C#
HTML/CSS
C++

APPLICATIONS

Adobe Suite
Autodesk Maya
Git
Google Suite
LaTeX
Unity 3D
Microsoft Office Suite

AWARDS

SodaHacks 2018 Finalist

Scholastic Art & Writing
Award: Gold Key

National Merit Finalist

EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY EXPECTED GRADUATION 2021

B.S. ELECTRICAL ENGINEERING AND COMPUTER SCIENCE 3.5/4.0 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
- I modeled assets in Maya, worked on code for physics and Oculus SDK integration using Unity and C#

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

"Symbiotic":

- I wrote and directed an animated short film with a team of five, making assets in Maya and rendering 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

- Making weekly editorial illustrations for print and online publication, occasionally cover design
- Coordinate all illustration & infographic artists by communicating assignments and deadlines 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
- Read and edited research writing on various fields of science
- Designed pages and made various illustrations across three years

GATEWAYS SUMMER SCHOOL (2016) / SAN DIEGO

Student Aide

- Taught 5th and 6th graders pottery and ceramics