ALEXANDER HONG

PROGRAMMING • ILLUSTRATION • DESIGN

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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 3D
Unreal Engine

AWARDS

SodaHacks 2018 Finalist

National Merit Finalist, 2017

Scholastic Art & Writing Award: Gold Key, 2016

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

PROJECTS

Bowl-a-ball VR / Spring 2018

- Created at SodaHacks 2018
- Modeled assets in Maya, worked on code for physics and Oculus SDK integration using Unity and C#

Rogue-like game / Spring 2018

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

Voice-activated car / Spring 2018

- Part of the "SIXT33N" partner project for EE16B, code written in C
- Designed circuit and used machine learning algorithms for voice control

EXPERIENCE

UC BERKELEY EECS DEPARTMENT / 2018

CS61A Academic Intern

- Assisted TAs, helping students with computer science principles and Python assignments

THE DAILY CALIFORNIAN / 2018-PRESENT

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

- Making weekly editorial illustrations for print and online publication
- Coordinating all illustration & infographic artists by communicating assignments and deadlines and checking in with related departments

UCBUGG: UNDERGRADUATE GRAPHICS GROUP / 2018-PRESENT

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

VR @ BERKELEY / 2018-PRESENT

VR Game Development Project Team Member

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

JOURNAL OF YOUTHS IN SCIENCE / 2014-2017

Co-Editor-in-Chief, 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