

ALEXANDER HONG

PROGRAMMING • DESIGN • ILLUSTRATION

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SKILLS

PROGRAMMING
LANGUAGES
(PROFICIENT)

Java
Python
Mathematica
(FAMILIAR)
SQL
C, C++
C#

PROGRAMMING
APPLICATIONS
Eclipse IDE
Git / GitHub
Unity

DESIGN + GRAPHICS
Adobe Suite
Clip Studio Paint
Autodesk Maya
Blender

FOREIGN
LANGUAGES
Japanese

AWARDS

- SODAHACKS 2018
FINALIST

EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY (EXPECTED GRADUATION 2021)

PURSuing BACHELOR OF SCIENCE IN 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, did main programming for the game logic
- Worked with a team in Unity/C# to create a working virtual reality bowling game in ~18 hours.

Rogue-like game:

- Written in Java, provided with tile-rendering engine, partner project
- I worked on: hallway generation algorithm, save/load features, seed-based generation, and tile bitmasking.

Voice-activated car:

- Part of the "SIXT33N" project for EE16B, code written in C
- My partner and I designed the main circuit connecting the micboard to the motors
- Used machine learning algorithms (principal component analysis and k-means) for voice control

"Symbiotic":

- An animated short film created for the class UCBUGG in Autodesk Maya
- I wrote and directed the short, overseeing a team of five for the semester
- Used Google Cloud and Zync to render the short

WORK EXPERIENCE + LEADERSHIP

THE DAILY CALIFORNIAN (2018-PRESENT) / BERKELEY

Head of Illustrations & Infographics, Editorial Illustrator

- Make weekly editorial illustrations for print and online publication, occasionally cover design
- Produce quality work on tight deadlines, communicating with design department and editorial board to make
- 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 production of the magazine, coordinated groups and communicated with individual writers, taught others how to use InDesign and other design software
- Edited articles + research papers with topics including organic chemistry, microbiology, and applied mathematics
- Designed pages and made various illustrations across three years

ILLUSTRATION + DESIGN + ANIMATION PORTFOLIO

View works at: <https://goo.gl/wVzhmJ>