ALEXANDER HONG

PROGRAMMING • ILLUSTRATION • DESIGN

alexandervhong@gmail.com
858-254-1533
GITHUB: alexanderhong
PORTFOLIO WEBSITE:
alexanderhong.github.io

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