

Alexander Hong

- alexanderhong.github.io
- alexanderhong@berkeley.edu
- 858-254-1533

Skills

Programming Languages

Python
C++
C
Java
x86
C#
HTML/CSS

Graphics Softwares

Autodesk Maya
Substance Painter
Pixar RenderMan
ZBrush
Adobe Suite

Development Tools

Eclipse
Git
MS Visual Studio
IntelliJ
Android Studio
Unity
Unreal Engine

Education

University of California, Berkeley

B.S. Electrical Engineering and Computer Science
Graduation May 2021, 3.57 GPA

Relevant Coursework

- Designing Information Devices and Systems I & II
- Data Structures and Algorithms
- Discrete Mathematics and Probability Theory
- Great Ideas in Computer Architecture
- Efficient Algorithms and Intractable Problems
- Introduction to Machine Learning
- Introduction to Database Systems
- Operating Systems and System Programming
- Foundations of Computer Graphics
- Computer Security
- Introduction to Artificial Intelligence
- Advanced Digital Animation

Experience & Organizations

UCB Undergraduate Graphics Group / January 2018 - Present

Head Course Facilitator, 3D Generalist

- Gave lectures and developed course materials on 3D modeling and animation fundamentals
- Advised teams of beginner students on all parts of the 3D animation pipeline
- Focused on character modeling, rigging and effects on multiple 3D shorts

The Daily Californian / February 2018 - Present

Creative Director (Current)

- Oversaw visual direction and branding for The Daily Californian for both print and online
- Worked with the Managing Editor and Editor-in-Chief to oversee an editorial staff of around 200 employees

Previous roles: Design Editor, Editorial Illustrator

- Oversaw print design for 16-20 hours per week during the school year
- Coordinated and trained a team of 30 illustrators, designers, and graphic artists
- Made at least one editorial illustration per week for print and online

Notable Projects

"Mirage" / Fall 2020 - Present

- Directed a team of eleven for Advanced Digital Animation
- Worked on character modeling in Zbrush for hero character Jon, as well as retopology and hair groom in Maya

Real-time watercolor shader / Spring 2020

- Created in a team of three for Foundations of Computer Graphics
- Wrote GLSL and Javascript code with Three.js to implement a non-photorealistic rendering pipeline

Pintos Operating System Extension / Fall 2019

- Written in C with a group of four for Operating Systems and System Programming.
- Designed and implemented sections of the operating system such as user programs, a filesystem, thread scheduler, and more.