

Benedict S Hong

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Objective

I'm a promising and passionate software developer who is continuously learning and growing. Over the past year, I have gained experience by attending University of Michigan and by working on various projects. I have learned the importance of writing highly readable and easily maintainable code and working in a team. I constantly strive to learn new technologies and continually improve as a developer in this ever-changing industry.

Education

University of Michigan – Dearborn College of Engineering and Computer Science	Anticipated Graduation: May 2025
Bachelor of Science in Software Engineering	GPA: 3.22
Oakland Community College	Attended: Aug 2021
Bachelor of Science in Software Engineering	GPA: 3.51
Conservatory of Recording Arts and Sciences	Graduated: Jan 2021
Audio Engineering	GPA: 3.9

Academic Projects/Experience

Hackathon (Hack Dearborn 2023)

- Worked in a team of engineers, to brainstorm, create and implement an application.
- Created an application in 24 hours to track seizures for people with epilepsy using the Flutter framework.

CIS 200 (C++)

- Furthered progressed my understanding on C++ in continuation from CIS 150.
- Gained the ability to design, implement and evaluate a computer-based system, process, component, or program to meet desired needs.

CIS 3501 Data Structures and Algorithms

- Learned design topics such as object-oriented discussions of hashing, advanced tree structures, graphs, and sets.
- Algorithm design topics that include the greedy, divide-and-conquer, dynamic programming, backtracking and branch-and-bound techniques.
- And algorithm complexity theory, including time and space trade-offs and elementary computability theory.

Work Experience

Logitech – Blue Microphones:

Technician, March – July 2021

- Built pro series microphones, soldering microphone components to PCB, delicate handling with microphone capsules, microphone assembly and packaging.
- Troubleshooting and repairing broken microphones by checking conductivity with VOM meter, disassembly and reassembly, and use of creativity to mesh modern parts to repair outdated microphones.
- Used Oracle to update inventory and keep organized.

Blue Tint Recording Studios:

Head Audio Engineer, December 2020 – July 2021

- Mixed and Mastered tracks for clients in Pro Tools and Ableton.
- Head engineered recording sessions ranging from 5-12 hours long.
- Troubleshooting analog gear to work in tandem with modern technology.
- Quickly adapted to different kinds of people and developed strong relationships to allow them to feel comfortable enough to experiment and create the art they wanted to.

New York Sushi:

Cashier, June 2022 – Present

- Assessed and addressed customers' needs quickly and accurately.
- Developed strong relationships and created a bridge for the language barrier between the customer and owners.
- Took, packed, and checked out customer orders.

Technical Skills

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| <ul style="list-style-type: none">▪ Microsoft (Excel, Word, PowerPoint, Visio, Project)▪ Programming languages (C/C++, Java, HTML, CSS, JavaScript, Dart)▪ Flutter, React Native | <ul style="list-style-type: none">▪ Adobe Photoshop, Lightroom, Premier Pro▪ Pro Tools, Ableton, Logic Pro X▪ Soldering, Technician Experience |
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