

Benedict Hong

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Junior Full Stack Developer with experience building responsive web and mobile applications using React, Node.js, Firebase, and Tailwind CSS. Skilled in creating scalable front-end components, integrating RESTful APIs, and deploying modern web apps. Eager to build impactful products through clean, maintainable code and user-focused design.

Education

University of Michigan – Dearborn College of Engineering and Computer Science

Aug 2022 – Jun 2025

Bachelor of Science in Software Engineering

Conservatory of Recording Arts and Sciences

Nov 2019 – Dec 2020

Audio Engineering Certificate

Technical Skills

Languages: JavaScript, TypeScript, Python, C/C++, SQL, HTML/CSS

Frameworks: React.js, Next.js, Node.js, Tailwind CSS, React Native, Expo

Developer Tools: Git, Vercel, Docker, Figma, Expo, Postman, GitHub

Other: Responsive Design, Authentication, Data Visualization, CI/CD Basics, Agile Principles, Web APIs

Projects

RateMyCourse | [Website](#) | *React, Firebase, Tailwind CSS*

- Built a full-stack web app for user-submitted golf course reviews, with real-time Firestore integration.
- Implemented authentication (google & email link sign-in) using Firebase Auth.
- Enabled users to search for and submit new courses; added admin dashboard to approve/reject submissions.
- Created dynamic routing with React Router to display course details based on URL parameters.

EHTS Wrist Worn Bias Detector | [Website](#) | *React + Vite, Firebase, Tailwind CSS*

- Built full stack web app with Firebase authentication, Firestore, and real-time data graphs.
- Implemented responsive UI and routing with React Router and Tailwind.
- Managed full SDLC with GitHub, including system research, planning, and testing.

Pomodoro Timer App | [GitHub](#) | *React Native, Expo, TypeScript, React Hooks, expo-av*

- Created cross-platform productivity timer with customizable sessions and audio feedback.
- Integrated background music and timer hooks for enhanced user engagement.

Work Experience

Veoneer – Engineering Intern

April 2024 – June 2025

- Facilitated the launch of a new airbag module to a major OEM by conducting crash testing, electronic product validation, and hardware verification.
- Enhanced debugging processes by contributing to unit tests using J-Script for simulated testers.
- Optimized data processes through modifications to MATLAB scripts, significantly improving efficiency in parsing and analyzing Test Dewe files for EMC Testing.
- Developed and tested various sensors (B-Pillar, Front, C/D Pillar, and Pressure) to ensure readiness for customer release.

Logitech – Blue Microphones – Audio Production Technician

March – July 2021

- Conducted hands on testing and component level repairs of professional audio gear.
- Managed inventory updates and organization using Oracle, ensuring accuracy and efficiency in stock handling.

Blue Tint Recording Studios – Head Audio Engineer

December 2020 – July 2021

- Led recording sessions and executed professional level mixing and mastering.