lillian hong / 洪晨昕

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portfolio ⤳ **https://honglillian.com/**

projects & awards

Millennia Museum, 2025
Comic short-story; Risograph
Exhibited at: *League Comics Showcase - Honorable Mention, Women in Comics: Comics in the City*

"POV: AI Girlfriend", Reboot Magazine, 2025
Commissioned editorial illustration; Digital
Printed in *Reboot 2025, https://joinreboot.org/*

Dreaming with the Archives, 2025
Augmented Reality Sculpture Exhibit, Brooklyn Bridge Park
Park Volunteer Docent

"A generic non-invasive neuromotor interface for human-computer interaction", 2025
Scientific Paper, Nature Journal (*https://www.nature.com/articles/s41586-025-09255-w*)
Named Contributor, R&D prototyper

Flotsam, Jetsam, 2024
Comic short-story, Ink & Bristol
Printed in *2024 ASL Comics Anthology*

Tempus, 2020 - Lead Game Developer
Indie video game, PC & Mac
2020 GDIAC Digital Showcase "Most Polished Game"

exhibitions

2025 - *"Comics in the City: Sequential Art Is...",* Juried Group Exhibition, Flushing Town Hall, NY
2025 - *"Thresholds",* Group Exhibition, Recess Grove, Brooklyn, NYC
2025 - *"League Comics Showcase",* Group Exhibition Art Students League of New York, NYC
2016 - *"Capital Region Student Showcase",* Juried Art Exhibition, Albany, NY

education

Cornell University - B.S. in Computer Science magna cum laude, Minor in Art History (2022)
Art Students League - Sequential Narrative, Comics Program (2023-present)

day job

meta reality labs, 2022 to present
r&d prototyper, software engineer - (present) r&d for novel wearable devices focused on contextual ai,
(past) prototyping experiences for augmented reality glasses and virtual reality headsets