# **Ellen Hong**

ellenhong.github.io

**Contact** 

Email: e.hong@berkeley.edu

**Github:** github.com/ellenhong **Codepen:** codepen.io/e-hong/pens/public

#### **Education**

# **University of California, Berkeley**

BA, Computer Science

August 2014 - May 2018

Courses: Data Structures (CS 61B), Discrete Math and Probability (CS 70), Algorithms (CS 170), Artificial Intelligence (CS 188), Machine Learning (CS 189), Linear Algebra and Differential Equations (Math 54)

**Additional courses:** Introduction to Big Data with Apache Spark (BerkeleyX CS100.1X), Scalable Machine Learning (BerkeleyX CS190.1X)

## **Experience**

# UC Berkeley, Web Design Decal (CS 198)

January 2016 - Present

**Undergraduate Teaching Assistant** 

- Help consider applications for and run a 120+ student course that teaches front-end web development skills in HTML, CSS, and jQuery.
- Develop and teach hands-on demonstrations in class, hold weekly office hours, grade homework and projects.

# **The Daily Californian**

February - May 2016

Web Designer

 Create prototypes and design project-specific sites for www.dailycal.org, which provides news coverage to the Berkeley campus and the entire city of Berkeley.

## **Projects**

## Daily UI

ellenhong.github.io/dailyui

 Documentation of my progress on the 100-day Daily UI challenge, consisting of 100 UI design prompts. Illustrations created with Adobe Illustrator. Responsive site created with AngularJS, HTML, CSS, and jQuery.

#### The Pokébook

ellenhong.github.io/pokebook

 Showcase of Pokémon illustrations I created using Adobe Illustrator. Responsive site created with AngularJS, HTML, CSS, and ¡Query.

# **Food for Thought**

ellenhong.github.io/food-for-thought

Mock food blog with a clean, grid-style card layout. Created with HTML, CSS, and jQuery

## Skills

**Technical:** Python, Java, C, HTML, CSS, JavaScript/jQuery, AngularJS, Node.js, ReactJS, LaTex, Adobe Photoshop, Illustrator, After Effects, Premiere Pro

**Interests:** Web design and development, graphic design, photography and videography