

ELLIOTT HONG

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SUMMARY

A Software Engineer with multiple team project experience . Self-directed programmer with a keen ability to improve processes and eager to learn unfamiliar systems and form and understanding of them.

EDUCATION

DigiPen Institute of Technology Mar. 2016 - Current
Bachelor of Science in Computer Science in Real-Time Interactive Simulation

EMPLOYMENT

Rep.of Korea Army, Network Manger / Staff Sergeant, Busan, South Korea 2018 - 2021
Worked as a network manager at 53rd Infantry Division
- Operated and maintained defense communication network for 53rd Division and 2nd Operation Command
- Operated and protected army cyberspace to ensure allied freedom of action in cyberspace and deny same to adversaries

SKILLS

PROGRAMMING LANGUAGES: C, C++, C#, GLSL
TOOLS: Git, SVN, RenderDoc, Visual Studio, CLion, gcc/g++
FRAMEWORK: Unreal, OpenGL, SDL, ImGui
OTHER SKILLS: Cisco IOS

TEAM PROJECT

Grocery Gauntlet Sept. 2021 - Current
3D top-down competitive multiplayer game - Team of 17
- Created art pipeline for artist
- Implemented visualized trajectory prediction system
- Overall game implemented with C++ using **Unreal Engine4**

Who Am I Sept. 2017 - June 2018
2D top-down survival escaping game - Team of 6
- Created **custom modern C++** 2D engine from scratch
- Implemented 2D graphics engine with **OpenGL** and support shadings for scenes
- Developed **JSON** parser which loads game level data, and object properties
- Implemented object management system with using stl
- Used **Jenkins** to build the project automatically whenever there is a new push to **Git**.

Out&In Mar. 2017 - Sept. 2017
2D platform puzzle game - Team of 4
- Created 2D physics engine to calculate projectile of shell fired from canon
- Implemented basic gameplay of player control
- Implemented basic particle effects
- Overall game implemented with **C++**

PERSONAL PROJECT

OpenGL Graphics Framework Mar. 2021 - June 2021
3D graphics engine
- Supports variety of shadings with GUI
- Implemented file loader for models, shaders, and meshes