Aaron Hong

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EDUCATION

University of Southern California - *Viterbi School of Engineering*   AUGUST 2013 - MAY 2017
Bachelor of Science in Computer Science

Relevant Coursework:

Game Engine Programming, Multiplayer Game Development, Computer Graphics Programming, 3D Animation, Physics, Linear Algebra, Algorithms, Data Structures, Calculus, Artificial Intelligence, Operating Systems

LANGUAGES

C++, C#, Java, Cg, HLSL, HTML, CSS,

Javascript, PHP, Actionscript 3.0, Actionscript 2.0

APPLICATIONS

Game Engines:	Unity3D, Unreal Engine 4
IDEs:	Visual Studio, Eclipse
Graphics:	Maya, Photoshop, Illustrator, Flash
Source Control:	Git, Perforce

PROJECTS

AT SUNDOWN (Unity 3D Game) - *Principal Lead*   JUNE 2015 - CURRENT

A top-down local competitive multiplayer stealth shooter where players hide information to outplay each other on a shared screen

- Winner of *British Academy of Film and Television Arts (BAFTA) Ones to Watch Award 2016.*
- *World Semi-Finalist* in Games category for Microsoft Imagine Cup 2016.
- *Gamer's Voice Multiplayer Nominee* for SXSW Gaming Awards 2016.
- Led team of 3 programmers, 3 artists, a composer, and a sound designer.
- Worked on gameplay programming, dynamic soundtrack programming, shader programming, creating 3D models, UI graphics and implementation, background textures, AI programming, and building the website.
- Worked with Microsoft, Sony, and Nintendo for porting to consoles and marketing.
- Incorporated Mild Beast Games LLC. in California. Currently set for release in Q1 2018 under publisher *Versus Evil*.
  Video: https://youtu.be/FNgSAq6tBg4   More information: http://www.sundown-game.com

Skyshot (Unreal Engine 4 Game) - *Gameplay & UI Engineer*   DECEMBER 2015 - MAY 2017

First-person parkour multiplayer sports game with a grappling hook

- Fully created and implemented in-game HUD, camera tilt and shake effects.
- Worked on network and gameplay programming using server-authoritative model.
- Advanced Games Project (capstone) at USC, being developed by a 23-person team.
  Video (Pre-Alpha, October 2016): https://youtu.be/t50c__D-nKE   More information: http://skyshotgame.com/

SoundTrek (Web App) - *Front End & UX Engineer*   JANUARY 2015

Web application which allows you to explore other cultures by listening to the top 10 hits from any country

- *1st Place Winner* of the USC vs UCLA 48-hour hackathon.
- Fully responsible for designing, creating, and implementing the front-end user interface and graphics.
- User experience designed with Twitter Bootstrap, HTML5, CSS3, JavaScript.
  Link to app: http://aaron-hong.com/SoundTrek

Seal Team 6: Arctic Warfare (LibGDX-based Game) - *Network Engineer*   APRIL 2015

Online multiplayer top-down shooter in procedurally generated dungeons made in LibGDX

- Converted single-player game project to online multiplayer (responsible for all netcode).
  Video: https://youtu.be/ZST35m6uDAU