Karen **Hong**

+41 76 707 5780 | khong@alumni.ubc.ca | karenhong.github.io | karenhong | karen-z-hong

Experience

Verity Studios
Zürich, Switzerland

Software Development Intern — *Sept. 2018 - Present*

Bringing together technology and the arts with indoor drone show systems.

Skills: C++, Qt, Python, Gerrit, Git

- Improved various software projects by upgrading their functionality and enhancing the UI
- Assisted in running demos, testing, and collecting data from the drones

Awake Labs
Toronto, Ontario

Software Developer — *May 2017 - Aug. 2017*

The company behind Reveal; an AI powered application designed to support care for mental health disorders

Skills: Android Development, Flask, Python

- Engaged in discussions concerning the design of the Reveal platform; topics included database schema, security, and API structure
- Prototyped an Android application that interacts with the Google Speech API and implemented supporting API calls

Fatigue Science
Vancouver, British Columbia

Junior Software Developer — *Sept. 2016 - Apr. 2017*

A wearables company focused on using predictive fatigue to optimize performance and minimize risk

Skills: TypeScript, JavaScript, C++, Qt, AngularJS, Ionic, Bitbucket, testing

- Constructed and deployed a cross-platform Qt application designed using object oriented principals
- Implemented features, re-factored code, and debugged a mobile application that uses BLE
- Helped in testing and validating an evolving web application and mobile platform

Aura Rhythmics
Richmond, British Columbia

Rhythmic Gymnastics Coach — *Sept. 2012 - Apr. 2015*

- Developed and instructed lessons for a recreational gymnastics program

Education

University of British Columbia
Vancouver, British Columbia

BSc in Computer Science — *Year 5, Expected May 2020*

Relevant Courses: Definition of Programming Languages, Computer Hardware and Operating Systems, Introduction to Relational Databases, Introduction to Software Engineering

ETH Zürich
Zürich, Switzerland

Mobility Studies in Computer Science — *Feb. 2018 - Aug. 2018*

Relevant Courses: Introduction to Machine Learning, 3D Vision, Ubiquitous Computing

Projects

Global Alignment of Meshes on the Hololens
ETH Zürich

Mesh Registration Analysis for the Hololens — *June. 2018*

- Evaluated the performance of the the Guaranteed Outlier Removal algorithm (GORE) and RANSAC by analysing alignment errors and run-times on meshes generated from the Microsoft Hololens

The Adventures of Jack O'Lantern
UBC

Platform game in Elm — *Nov. 2017*

- Leveraged Elm to create a side-scrolling platform game including moving enemy units, collectibles, high scores, and a start menu
- Coordinated development with 3 other individuals through issue tracking and version control

UBC Course and Room Catalogue
UBC

TypeScript API for parsing, storing, and querying information — *Nov. 2017*

- Implemented a RESTful API that is capable of handling queries about UBC courses and buildings
- Employed object-oriented principals to write easily extensible code and composed a suite of tests to provide over 95% line coverage

Pokédex Database
UBC

Web application — *June 2016*

- Designed a web application that queries and interacts with a database