Karen **Hong**

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

Experience

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; covering topics such as the database schema, security concerns, and the 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
- Assisted 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
- Evaluated the situation and adapted the lesson to better suit students' needs

Education

University of British Columbia
Vancouver, British Columbia

BSc IN COMPUTER SCIENCE
Year 3, 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, Case Studies from Practice

Projects

Global Alignment of Meshes on the Hololens
ETH Zürich

MESH REGISTRATION ALGORITHM FOR THE HOLOLENS
In progress

- Implementing a global point cloud registration method using the Guaranteed Outlier Removal algorithm (GORE) and RANSAC
- Evaluating the performance of the algorithms through analysis of alignment errors and run-times
- Applying the optimized algorithm to mesh registration on the 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

About Me

- I enjoy visiting new places, photography, hiking, and spending time outdoors
- I earned a place on the Canadian national team for rhythmic gymnastics in 2012