

KEVIN HONG

linkedin.com/in/kevinhong-/ | kevinhong.ca | github.com/krocden
Montreal, QC | 514-758-3582 | kevin.hong715@gmail.com

Education

| | |
|---------------------------------------------------------------------------|--------------------|
| Bachelor of Computer Science Concordia University, Montreal, QC | 2020 - 2024 |
| DEC in Computer Science Champlain College, St-Lambert, QC | 2018 - 2020 |

Work Experience

| | |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------|
| 3D Developer Ubisoft, Montreal, QC | Jan 2022 – May 2022 |
| <ul style="list-style-type: none">• Implemented several transparency techniques on 3D models using shaders to evaluate their feasibility and impact on performance.• Developed 3D tools and helper features to existing products enhancing visibility and performance of models using WebGL with ThreeJS library and GLSL.• Resolved various front-end and back-end production bugs and improvements with Angular and TypeScript, using Scrum to prioritize requirements and CI/CD pipelines to continuously iterate. | |
| Computer System Analyst Régie de l'assurance maladie du Québec (RAMQ), Quebec, QC | May 2021 – Aug 2021 |
| <ul style="list-style-type: none">• Analyzed potential solutions for overhauling a legacy project.• Rewrote a legacy application from Visual Basic (VB6) to a modern version in C# with .NET.• Created up-to-date documentation and unit tests for the updated project. | |
| Back-End Developer Delisoft, Longueuil, QC | Jan 2020 – May 2020 |
| <ul style="list-style-type: none">• Updated and modernized Delisoft's website using the Laravel Framework in PHP and JavaScript.• Reformatted and cleaned existing website code to improve readability by up to 50%. | |

Projects

| |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| World Generator |
| <ul style="list-style-type: none">• Real time rendering project using OpenGL and C++ with Visual Studio.• Procedurally generates a world with mountains, hills and water. Terrain is generated using Perlin noise algorithm and the water using Gerstner wave function.• Includes different control and rendering options for the world's lighting, shading, and rendering. |
| E-Commerce Platform |
| <ul style="list-style-type: none">• Year-long project providing an e-commerce system framework to satisfy a client's need.• Includes 3D models as product integrated with ThreeJS library.• Back End built with ASP.NET MVC 5 framework with C#, MSSQL for database and hosted on Azure.• Front End built with HTML 5, CSS, Bootstrap 4, Razor (C#) and JavaScript. |

Skills & Interests

Programming Languages | C++, C#, Java, SQL, PHP, JavaScript, Python, OpenGL
Tools and Technologies | ASP.NET, Angular, Git, Unity, Docker, VirtualBox, Visual Studio, QT
Framework | Agile/Scrum Methodology
Interests | Sports and Basketball, Weightlifting, Running, PC Gaming, Music