

KEVIN HONG

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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 Software Developer Ubisoft, Montreal, QC	Jan 2022 – May 2022
<ul style="list-style-type: none">Implemented multiple transparency techniques on 3D models using custom shaders (GLSL), evaluating feasibility and performance impact to improve rendering efficiency.Developed 3D tools and helper features to existing products, enhancing model visibility, performance and ease of use using WebGL with Three.js library.Collaborated with cross-functional teams to resolve production bugs and implement improvements using Angular and TypeScript.Applied Scrum methodology to prioritize requirements and utilized CI/CD pipelines to continuously deploy and 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 and proposed modern solutions for overhauling a legacy Visual Basic (VB6) Application.Overhauled the legacy system by rewriting the application in C# with .NET, improving efficiency, maintainability, and scalability.Created comprehensive documentation and developed unit tests for future maintenance.	
Full-Stack Developer Delisoft, Longueuil, QC	Jan 2020 – May 2020
<ul style="list-style-type: none">Optimized Delisoft's website backend for server-side performance using PHP and JavaScript.Refactored and cleaned existing codebase, improving code readability by up to 50%.Integrated best practices in web performance, leading up to 20% reduction in page loading time.	

Projects

World Generator
<ul style="list-style-type: none">Developed a real-time rendering system using OpenGL and C++ with Visual Studio.Procedurally generated terrain based on user-defined parameters, including different algorithms for terrain generation and water simulation.Implemented customizable rendering options for the scene's lighting, shading, and rendering.
E-Commerce Platform
<ul style="list-style-type: none">Developed a comprehensive e-commerce platform for selling 3D models, integrating interactive 3D model visualization with ThreeJS library.Built back-end with ASP.NET MVC 5 framework with C#, MSSQL for database and hosted on Azure.Built front-end with HTML 5, CSS, Bootstrap 4, Razor (C#) and JavaScript.

Technical Skills & Interests

Programming Languages: C++, C#, Java, SQL, PHP, JavaScript, Python, OpenGL
Tools & Technologies: .NET, Git, Angular, Unity, Visual Studio, Docker, VirtualBox, Qt
Interests: Sports and Basketball, Weightlifting, Running, Gaming, Music