KEVIN HONG

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Education

Bachelor of Computer Science   **2020 - 2024**
Concordia University, Montreal, QC

DEC in Computer Science   **2018 - 2020**
Champlain College, St-Lambert, QC

Work Experience

3D Developer   **Jan 2022 – May 2022**
Ubisoft, Montreal, QC

- 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   **May 2021 – Aug 2021**
Régie de l'assurance maladie du Québec (RAMQ), Quebec, QC

- 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   **Jan 2020 – May 2020**
Delisoft, Longueuil, QC

- 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

- 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

- 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