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

Software Developer   **Jan 2022 – May 2022**
Ubisoft, Montreal, QC

- Implemented advanced front-end features using WebGL and Three.js, enhancing model visibility, performance and overall user experience.
- Developed custom shaders (GLSL) to optimize 3D models rendering efficiency, balancing both client-side and server-side performance considerations.
- Collaborated with cross-functional teams to resolve production issues and implement new features, using Angular, TypeScript, and backend technologies.
- Applied Scrum methodology to prioritize requirements and utilized CI/CD pipelines to streamline continuous deployment and rapid iterations.

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

- Overhauled a legacy Visual Basic (VB6) application by rewriting it in C# with .NET, significantly improving efficiency, maintainability, and scalability.
- Applied Kanban methodology to streamline development workflows and ensure consistent progress.
- Created comprehensive documentation and unit tests to ensure code quality and assist 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

Image Classifier

- Developed a Convolutional Neural Network (CNN) for image classification using Python.
- Implemented the ResNet-18 architecture for deep learning, combined with t-SNE for visualizing high-dimensional features.
- Applied K-Nearest Neighbors (KNN) and Support Vector Machine (SVM) algorithms to classify extracted features.

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: Java, Python, C++, C#, SQL, PHP, JavaScript/TypeScript, HTML/CSS
Tools & Technologies: .NET, Angular Framework, Unity, Git, Visual Studio, Kanban, Agile Methodologies
Interests: Sports, Basketball, Gaming, Weightlifting, Running, Music