Seraphinus Hong

Software engineer

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Relevant experiences

The Chameleon ⬈

Jan – April 2020 / UBC CPSC 427 game project

Puzzle game built with OpenGL 3.x.

- Designed and build animation screens for story-based dialogue
- Implemented aabb-aabb collision for all entities (character, enemy, wall)
- Implemented logic to stabilize frame rate

image-hub ⬈

Jan – April 2019 / UBC CPSC 319 project for company Associative Engineering

A web application-based image database. Users can upload images to add to the database, search images uploaded by other users, filter images based on metadata. System usage is logged, which administrators can view.

- Designed UI specifically for target users, for simplicity over complexity
- Drafted medium- (image-based) and high-fidelity (HTML-based) front-end prototypes
- Implemented front-end function for handling user input and uploading images
- Developed and implemented application-specific search engine for images with filter functionality
- Implemented back-end function for processing uploaded images

Projects

hugo-mysterium ⬈

A minimalist dark theme for hugo, using HTML, CSS, and light-weight Javascript.

tumblr-aincrad ⬈

Tumblr theme based on Aincrad from Sword Art Online, using HTML, CSS, and jQuery 3.5.1

Skills

Programming languages

Javascript (ES6), Typescript, HTML, CSS, Java, Python, C++

Libraries and frameworks

jQuery, React, Node.js, Express, Hugo

Education

University of British Columbia

2016 – 2020 / Vancouver, BC
Bachelor of Computer Science (B. CS)

2011 – 2016 / Vancouver, BC
Bachelor of Science (B. Sc) in Combined Major in Science

Interests

Bowling, gaming, gardening, snowboarding, virtual reality, visiting cafes