

Timothy D. Hong

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EDUCATION	Bachelor of Science, Computer Science University of California, Santa Cruz	Expected Spring 2017
TECHNICAL SKILLS	Languages & Software : Java, Python, JavaScript, Scala, C, Bash, Git, L ^A T _E X, Flask, Web2Py, PostgreSQL, mySQL Operating Systems : Windows, Linux	
EXPERIENCE	<i>Undergraduate Researcher</i> Expressive Intelligence Studio <ul style="list-style-type: none">• Conducted research to compile and pre-process text corpora.• Built and analyzed data models trained on the corpora by applying techniques from distributional semantics.• Designed interactive data visualizations to showcase important findings.• Discussed and wrote weekly analysis reports based on new findings in data.• Skills used: Java, Python, JavaScript, Bash, Excel, Git	October 2014 - December 2015 Santa Cruz, CA
PROJECTS	1000 Words (Work in Progress) <ul style="list-style-type: none">• A picture is worth a thousand words. The 1000 Words project analyzes a given image and generates 1000 related words. It uses DeepBeliefSDK for image recognition and WordNet to search for related concepts.• Skills used : JavaScript Mozaic <ul style="list-style-type: none">• A social image browsing platform where users can upload images to a giant quilt that is made up of other images that users have shared.• Skills used : Python, JavaScript, mySQL GameGlobs <ul style="list-style-type: none">• GameGlobs is a visualization of various clusterings of games. Each cluster is drawn as a circle that can be clicked to display the games it contains.• Skills used : Java, JavaScript (jQuery, d3.js)	
PUBLICATIONS	People Tend to Like Related Games James O. Ryan, Eric Kaltman, Timothy Hong, Michael Mateas, and Noah Wardrip-Fruin. 10th International Conference on the Foundations of Digital Games Large-Scale Visualizations of Nearly 12,000 Digital Games James O. Ryan, Eric Kaltman, Andrew M. Fisher, Timothy Hong, Taylor Owen-Milner, Michael Mateas, and Noah Wardrip-Fruin. 10th International Conference on the Foundations of Digital Games Augmented Exploration of Library Videogame Holdings by Techniques from Computational Linguistics Glynn Edwards, Eric Kaltman, James O. Ryan, Timothy Hong, and Noah Wardrip-Fruin. Presented at the 9th Annual Society of American Archivists Science, Technology, and Healthcare Roundtable (2015).	