

Timothy Hong

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 tim-hong.github.io

 github.com/tim-hong

EXPERIENCE

Software Engineer
LiveHive Jan 2018 - Present
Santa Clara, CA

- > Developed new and improved existing MySQL table structures, indexes, and query performances by upwards of 10 seconds
- > Implemented new features and fixes for a wide variety of bugs in both front and backend instances
- > Responsible for Salesforce integration
- > Migrated development tools and SDKs to increase code reliability and support
- > Tools Used: Java, Java EE, MySQL, JavaScript, Angular, SVN, Jira

Undergraduate Researcher
Expressive Intelligence Studio Apr 2016 - Dec 2016
Santa Cruz, CA

- > Compiled embedded web app into a shippable desktop exe
- > Developed interactive data visualizations using machine learning
- > Tools Used: Python, Flask, JavaScript, d3.js, gensim, theano, HTML, CSS

Undergraduate Researcher
Expressive Intelligence Studio Oct 2014 - Dec 2015
Santa Cruz, CA

- > Built and analyzed data models by applying techniques from distributional semantics
- > Designed interactive data visualizations to highlight discoveries leading to 3 publications
- > Tools Used: Java, JavaScript, d3.js, jQuery, Python, Flask, Bash, HTML, CSS

SELECTED PROJECTS

GameMath

A game studies tool developed using Doc2Vec which lets users search the most related games to queries such as "Mushroom Kingdom - Mario + Zelda = ?" which then returns Hyrule.

Tools Used: Python, gensim, scikit-learn, Flask, JavaScript, jQuery, d3.js

Mozaic

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, SQL, Web2Py, jQuery

SKILLS

Languages
Java, JavaScript, Python, C++, SQL, Bash, HTML, CSS/SASS

Frameworks
Java EE, Node.js, Express, Flask, React, Angular, Vue, Apache Cordova

Tools & Libraries
MySQL, PostgreSQL, MongoDB, Firebase, d3.js, jQuery, Git, SVN, Jira, TensorFlow, Theano, gensim

EDUCATION

UC Santa Cruz 2013-2017
Bachelor's in Computer Science

HONORS
Amy Beth Snader 2013-2017
Memorial Scholarship

Dean's List 2013-2014

SELECTED PUBLICATIONS

GameNet and GameSage
Videogame Discovery as Design Insight

Large-Scale Visualizations of
Nearly 12,000 Digital Games

Augmented Exploration of
Library Videogame Holdings by
Techniques from Computational
Linguistics