

Aaron Hong

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WORK EXPERIENCE

Pinscreen

Contract Unity Developer

FEBRUARY 2018 - CURRENT

Mild Beast Games

Co-Founder and Key Developer

MAY 2017 - CURRENT

EDUCATION

University of Southern California - Viterbi School of Engineering

Bachelor of Science in Computer Science

AUGUST 2013 - MAY 2017

LANGUAGES

C++, C#, Java, Cg, HLSL, HTML, CSS,
Javascript, PHP, Actionscript 3.0, Actionscript 2.0

APPLICATIONS

Game Engines: Unity3D, Unreal Engine 4
IDEs: Visual Studio, Eclipse
Graphics: Maya, Photoshop, Illustrator, Flash
Source Control: Git, Perforce

PROJECTS

AT SUNDOWN (Unity 3D Game) - Principal Lead

JUNE 2015 - CURRENT (Expected Release in Early March)

A top-down local competitive multiplayer stealth shooter where players hide information to outplay each other on a shared screen

- Winner of *British Academy of Film and Television Arts (BAFTA) Ones to Watch Award 2016*.
- *World Semi-Finalist* in Games category for Microsoft Imagine Cup 2016.
- *Gamer's Voice Multiplayer Nominee* for SXSW Gaming Awards 2016.
- Worked on gameplay programming, dynamic soundtrack programming, shader programming, creating 3D models, UI graphics and implementation, background textures, AI programming, and building the website.
- Incorporated Mild Beast Games LLC. in California.
- Currently set for release in Early March 2018 under publisher *Versus Evil*.

Video: <https://youtu.be/FNgSAq6tBg4>

More information: <http://www.sundown-game.com>

Skyshot (Unreal Engine 4 Game) - Gameplay Engineer & UI Developer

DECEMBER 2015 - MAY 2017

First-person parkour multiplayer sports game with a grappling hook

- Fully created and implemented in-game HUD, camera tilt and shake effects.
- Worked on network and gameplay programming using server-authoritative model.
- Advanced Games Project (capstone) at USC, being developed by a 23-person team.

Video (Pre-Alpha, October 2016): https://youtu.be/t50c__D-nKE More information: <http://skyshotgame.com/>

Seal Team 6: Arctic Warfare (LibGDX-based Game) - Network Engineer

APRIL 2015

Online multiplayer top-down shooter in procedurally generated dungeons made in LibGDX

- Converted single-player game project to online multiplayer (responsible for all netcode).

Video: <https://youtu.be/ZST35m6uDAU>