

Aaron Hong

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Education

University of Southern California

B.S. in Computer Science
Emphasis in Game Development
August 2013 - May 2017

Skills

Languages: Java, Kotlin, C++, C#, Cg, Javascript, Python

Game Engines: Unity, Unreal Engine 4

Graphics: Fusion 360, Blender, Affinity Designer, Maya, Illustrator

Web: React, integrating REST APIs, SASS / LESS, three.js

Other: KiCad, EAGLE

Interests

PC Gaming

Jazz Bass

Mechanical Keyboards

Ping-Pong

VOCALOID Music

Software Development Experience

Amazon - Software Development Engineer II

May 2020 - Current

- Developed new features for Amazon Kids app for Fire Tablet
- Worked with other 1P and 3P teams on content integrations for Fire Tablet's child experience
- Front-end development - implementing new UX as per business requirements, and making improvements to UI feel
- Operational support and development, such as telemetry, remote configuration, and maintenance of dashboards and alarms

Pinscreen - Software Engineer (Front-End / Application)

February 2018 - January 2020

Pinscreen App

- Redesigned and rebuilt UI to be more responsive and intuitive (Unity)
[Before \(Early 2018\)](#) [After Redesign \(Mid 2018\)](#) [Final Version \(2019\)](#)
- Added avatar bodies, clothing and accessory customization, interactive "theme" experiences, clothing/accessory batch renderer for 2D thumbnails, and more (Unity)
- Worked closely with R&D team to integrate new tech into the app, including dynamic face texture avatars, face tracking, and more (Unity)

Other Projects

- Integrated Pinscreen's API into various applications for company partners, and investors (Unity, UE4, and Web)
- Wrote parser for .obj files to procedural mesh, including topology remapping and polycount reduction (Unity, UE4)
- Created .gltf avatar exporter to be run on backend for unreleased web app, and created a 3D web avatar viewer (React, three.js)
- Created live streaming website demos (React) for streaming videos with body-tracked (Xsens) avatars via DASH
- Collaborated with an artist to redesign and develop [company website](#) (React)
[Before \(Early 2018\)](#) [First Redesign \(Mid 2018\)](#) [Final Revision \(2019\)](#)

Mild Beast Games - Co-Founder and Game Developer for [AT SUNDOWN](#)

June 2015 - February 2018

- BAFTA Ones to Watch Award 2016 and Microsoft Imagine Cup 2016 World Semi-Finalist recipient
- Released simultaneously on Steam, Xbox, Playstation, and Switch
- Designed and programmed all weapons in the game
- Programmed system for [computer-controlled opponents](#)
- Designed and implemented graphics for [in-game and in-menu UI](#)
- Programmed tech-art effects such as [rope rendering](#) and [screen-space fluid simulation](#)

Other Projects

Synth Labs - Owner

March 2022 - Current

- Self-taught skills in solid-body modelling (Fusion 360) for keyboard case design, PCB design for electronics (KiCad / EAGLE), firmware (written in C), 2D graphics (Affinity Designer), and photorealistic 3D rendering (Blender)
- Built and manage a Shopify store, including a [custom 3D configurator](#)
- Developed now-shipped products from concept, to production, to sales, including an [original keyboard design](#) and [original keyboard profile](#)
- Several other [ongoing projects](#), currently in the design stage