

ALEX WING



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alexwing.me



hailiax



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I LOVE

experimental COMPUTER graphics
COMPUTER science
human COMPUTER interaction

EDUCATION

Georgia Institute of Technology 2019 - Present, 4.0/4 GPA
Bachelor of Science, **Computer Science 'Dec 2022**
• Concentrations: Machine Intelligence and Media (graphics)

New York University 2018 - 2019 (transfer), 3.9/4 GPA
Integrated Design and Media
• Gained exposure to **audio, visual, experience, and iterative design, HCI**, as well as the **arts and humanities**

SKILLS

Cross-Diciplinary

Metal / WebGPU
OpenGL / WebGL
Unreal Engine
Experience Design

Programming

Objective-C
C, C++
Swift
MSL, GLSL, etc
Java
Javascript
Python
Xcode

Illustration

Photoshop
Illustrator
After Effects

Visual Design

InDesign
FontForge
Maya, zBrush
Paper Sculpture

Sonic Design

Max MSP, VCV
REAPER DAW

EXPERIENCE

Apple, Keynote Animation Engine • Software Engineer
Co-Op: Jan 2020 - August 2020, Cupertino
• **Researched, prototyped, architected, and implemented** new **features** in Keynote
• Wrote **unit tests** for and **documented** the architecture
• Worked with: **Objective-C, Metal, Swift, XPC Services, CoreAnimation, WebKit, WebGPU, Xcode**

Candystations • Motion Graphics Designer & Programmer
Contract: July 2019 - August 2019, New York City
• Created a **motion graphics** generation **MacOS app** for a music video using **OpenGL** on **Open Frameworks** on **Xcode**.

New York University • Undergraduate Researcher
Internship: May 2019 - August 2019, New York City
• **Conducted human computer interaction (HCI) research** in critical making.
• **Designed & executed a preliminary study** and investigated tutorials and how people complete them.

25+ more projects at my portfolio: <https://alexwing.me>

Includes: a programming language I made, a live performance design featured at the NYC Tribeca Flea Theater, and more!