MING KONG

DETAILS

ADDRESS

8324 Regents Rd Los Angeles, 92122 United States

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EMAIL

mikong1112@gmail.com

DATE / PLACE OF BIRTH

1999/11/12 China

DRIVING LICENSE

Y5269086

LINKS

Personal Portfolio Website

LinkedIn

LANGUAGES

Chinese

English

SKILLS

Art Design

Unity 2D game development

Photography

Model Making

Programming

PROFILE

I am passionate and experienced in game design, new media art, and video art production. I enjoy creating dynamic, immersive experiences and exploring how people interact with digital art.

EDUCATION

B.A, Major in Interdisc Computing & the Arts, University of California, San Diego

San Diego

Minor in Cognitive Science, University of California, San Diego

TECHNIQUE

Programming Languages

Python, Java, JavaScript, C#

Art Design Software

p5.js, Blender, Figma, Adobe Creative Suite, Max/Msp, TouchDesigner, Aseprite

Game Design Tool

RPG Maker, Unity 2D

Electronic Boards

Arduino, Raspberry Pi

RELEVANT PROJECTS

No More Work (Demo)

Unity 2D Game Project|Unity 2D, Midjourney, Aseprite, Stable Diffusion, Adobe Photoshop, Prompt Engineering, Level Design

- An independently designed and created 2D pixel-style platformer game, developed using Unity 2D with in-game art enhanced through Aseprite and Midjourney.
- Participated in the "Synthetic Hearts" exhibition on campus, where the game was playtested by numerous attendees, including professors, receiving valuable feedback and engagement.

Powerball Data Projects

Data Visualization project|Python, Visual Studio Code, MPI, Data Collection and Organization

- This project collected historical data from 2010 to April 2024 from the New York Lottery website (http://nylottery.ny.gov) and developed data visualizations and simulations for predicting winning numbers based on the collected data. The simulations were deployed across 20 screens using MPI for parallel execution.
- The project aims to help those unfamiliar with complex data charts better understand the data in an accessible way while enjoying interactive visuals.