J/H Jonathan Ho
Full-stack Software Developer

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🎓 Systems Design Engineering

SKILLS

- Objective-C
- C++
- JavaScript
- PHP
- Git
- Python
- watchOS
- VIPER Arch.
- Java
- MySQL
- NoSql
- TCL
- Golang
- GraphQL
- IOS Development
- ReactJS

EDUCATION

Systems Design Engineering
University of Waterloo

Data Structure and Algorithms

Human Factors of Design

LEADERSHIP

- Hockey Referee
- Elected Academic Prefect
- Soccer Referee
- Hockey Camp Counsellor

INTERESTS

- Elastic stack
- Cloud architecture
- DevOps
- Build automation
- Hockey
- Soccer
- Rugby
- Culinary arts
- Piano

EXPERIENCE

Full Stack iOS Developer – Objective-C, PHP, MySQL
Intellisports / Sep. 2019 – Dec. 2019

- Architected, implemented and maintained the whole in-app marketplace system
- Built "rate the app" user flow, increasing review count by 250% and overall rating by 1.2 stars
- Designed new watchOS extension for an existing app to enhance user experience using Apple's human interface guidelines
- Ensured the rapid deployment of back-end features enabling further front-end development

Software Engineer in test - TCL
Solace Systems / Jan. 2019 – Apr. 2019

- Developed internal libraries adding support for new RESTful APIs
- Collaborated with other members of the QA team to increase test coverage by 15%
- Componentized legacy API to improve reusability for the platform
- Enhanced existing testing procedures to increase robustness, readability and reliability

Software Developer - JavaScript
Nokia / Jul. 2017 – Aug. 2017

- Updated JavaScript features for implementation in next product update
- Used MochaJS and Selenium to build automation test coverage
- Leveraged Git to maintain large code base with many developers
- Resolved software bugs within QA team setting

PROJECTS

Winner of 2019 EngHack hackathon for best use of SnapKit API

- Developed mobile app that allowed users to play Guess Who using their personal avatars against their friends
- Rapidly refactored code base after changes to the SnapKit API removed support for the current code architecture

Living Accommodation Planner

- Designed and implement a GraphQL data scheme in GoLang
- Worked with designer to design a clean user interface