



Joonho Han

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EDUCATION

B.S. Computer Engineering - 2018
Boston University College of Engineering
Major GPA: 3.90/4.0
Dean's List / January 2015 ~ Present

WORK EXPERIENCE

Android QA Intern
Pavlok / November 2015 ~ January 2016

- Improved the front-and-backend of the company's Android app user interface
- Facilitated conversation on better UI within a backend-focused team.

TECHNICAL SKILLS

Programming

Languages	OS	Frameworks/Tools
Java	Windows (7/8)	Android API
C++	Linux (SantOS)	Parse API
XML	Mac OS X	Sublime Text
Python	(El Capitan)	Android Studio
Verilog		Netbeans IDE
HTML5		Raspberry Pi
CSS3		Arduino
MatLab		IDLE
		Github for Desktop

Manufacturing

- 3-D printing: Self-taught Solidworks and 3-D printed personal projects (Ex. "Seltra" project ->).
- Woodworking: Assemblable chair, jewelry box, spherical sculpture, tongue drum

OTHER FACTS

Foreign Languages

Korean
Japanese

Awards

SDYS T-shirt Designing Contest / 2-Time Winner

PROJECTS

Portfolio Website (Current)

felttotouch.design

- A Github-hosted website that features personal art/programming works.
- Currently pure HTML5 and CSS3.
- Future plans involve Bootstrap, jQuery, and MySQL to implement a Facebook-style photo gallery.

Ink - Android Notebook App

play.google.com/store/apps/details?id=eden.notebook.ink

- Play Store Rating: 4.2/5.0
- Pursues highly intuitive interface + visual balance through simplicity.
- Some of the functions are:
 - Color labeled categorization
 - SQLite note storage
 - Cloud backup using Parse API
 - Linear complexity note search
 - Password protection

Seltra - Watch-shaped Wristband

felttotouch.tumblr.com

- Constant evolution through 7 years for the pursuit of the perfect personal jewelry
- 3-D printed stainless steel frame, hand manufactured and polished through NC Mill, jewelry design, and sculpting.

Chatterbox - TV-show Forum App

github.com/Joonho365Han/First-Android-App---Chatterbox

- Android app that holds conversations about an episode, season, or a show people watched.
- Motivated teammates by learning and educating Android OS structure + set project direction.
- Devised a method to implement cloud computing with Parse API and implemented the entire GUI.

Pong - FPGA Game

github.com/Joonho365Han/EC-311-Verilog-Pong---Team-2

- A pong game developed on Spartan Nexys 3 with Verilog.
- Utilized low level logic to determine basic conditions:
 - When the player wins
 - When the player loses
 - When the ball bounces