Nicholas D. Ho

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Education

University of California, Santa Cruz | *2014 – Present*
BS Degree: Computer Science: Computer Game Design
♦ Anticipated June 2018
♦ GPA: 3.69
Relevant Coursework: Data Structures, Game AI, Distributed Systems, Game Development Experience, Computer Game Graphics, Advance Programming in C++, Algorithms and Abstract Data Types

Skills

Coding Languages: C++, C#, C, Java, Python, Javascript
Software: Unreal Engine 4, Unity, Blender, Autodesk Maya, Autodesk MotionBuilder, Adobe Photoshop

Completed Projects

Airline Assault: Turbulence | *Apr 2017 - June 2017*
Programmer and Designer
♦ Fighting game based on United Airlines
♦ Created the prototype, designed the characters and gameplay, implemented controller support, and coded two of the three characters
♦ Programming team of 2 and made in Javascript

AI as Behavior Designer | *Oct 2016 - Dec 2016*
Programmer
♦ Utility AI that fine-tunes its utility curves using a genetic algorithm to tweak its constants through multiple simulations, creating new behavior
♦ Created the utility based AI
♦ Programming team of 3 and made in Python

Distributed KVS Web Server | *Jan 2017- Mar 2017*
Programmer
♦ Key-value store, web server that uses quorum replication and hash partitioning to ensure availability and decrease chances of storing stale data
♦ Created the quorum replication protocol
♦ Programming team of 3 and made in Python

Current Projects

Loot Box Simulator | Lead Developer and Designer
♦ Satirical clicker-esque game mocking current microtransaction practices
♦ Led a small team of programmers, created tools to easily add content, and designed the UI/UX
♦ Currently reworking UI for mobile compatibility
♦ Programming team of 3 and made in Unity 3D, C#

Shroommates | Programmer
♦ Comedic stealth game about a walking mushroom trying to grow bigger without being caught
♦ Created core gameplay mechanics: movement, growth, and resource management
♦ Currently polishing gameplay and UI/UX
♦ Programming team of 7 and made in Unreal 4, C++

Work Experience

University of California, Santa Cruz | *Apr 2018 - Present*
Game Development Tutor
♦ Hosted tutor sessions for UCSC's Game Development Experience course and helped students debug their code
♦ Graded assignments and provided individual feedback

iD Tech Stanford | *June 2017 - Aug 2017*
Instructor
♦ Instructed students, ages 12-17, in groups of 8
♦ Taught Assembly, C++, Python, Autodesk Maya, and basic computer engineering

Jack Baskin School of Engineering | *Sep 2016 - June 2017*
Motion Capture Technician
♦ Part of an individual research course, sanctioned by UCSC's Computational Media Department, to setup the school's motion capture installation and create an instructional document for future use
♦ Worked with Autodesk MotionBuilder
♦ Operated and maintained the installation for student and faculty use