T

HOSEA TONG-HO

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https://github.com/SirBillyBobJoe?tab=repositories

HOBBIES

Coding
Football
Tennis
Piano
Boxing
Gaming
Orienteering

SUMMARY

Passionate about technology and eager to contribute my skills and knowledge to meaningful software projects. Attracted to Software Engineering because it aligns with my career goals of developing innovative solutions that have a real-world impact. Ability to learn quickly, think on my feet and have a strong work ethic My career goal is to become an accomplished software engineer, creating innovative solutions that help to solve complex problems and make a difference in people´s lives.

SKILLS

- Skilled in C and C++ and QT coding since high school, further developed by creating "Boulder Break" game, created a working camera app for a microscope that could be connected to a raspberry pi and used with a microscope has touch screen recognition as well.
- Proficient in Game Maker Language, self-taught by creating a custom "Rivals of Aether" character on Steam Workshop. Shows skill in GML syntax, functions, and concepts, resulting in a polished character and showcasing strong game development abilities.
- Proficient in building custom keyboards and PC's, with experience in soldering, PCB assembly, and firmware configuration. Shows ability to design and build unique keyboard layouts, resulting in keyboards that showcase skills in hardware design and DIY electronics. Also shows strong skills in hardware assembly and system optimization.
- Experienced in Microsoft word, Excel, PowerPoint, and SharePoint. I have used them for over 5 years for multiple projects, reports, and assignments.
- Proficient in MATLAB, developed projects in message encryption and plagiarism checking using winnowing algorithm. Employed MATLAB syntax, functions, and algorithms to produce successful outcomes and demonstrated strong proficiency in the language.
- Knowledgeable in Python, acquired through independent study and formal training. While not yet utilized in a project, I have applied Python in various exercises and tasks, showing a willingness to learn and develop skills in the language.
- Experienced in CAD (Computer Aided Design), using Autodesk Inventor for sled and iPad stand designs. Skilled in 3D modeling, assembly creation, and design documentation. I can apply CAD to result in successful outcomes and showcasing skills in product design and development.

EDUCATION AND TRAINING

Macleans College: March 2018 to Dec 2021
A Level Cambridge Physics A+; Mathematics A+ Chemistry AS Level A; English AS Level A
CIE Top Achiever Award 2020 and 2021 For getting 2 or more A's or A* at A level for Cambridge at Macleans College.
Mathex team: 3rd Place two year in a row 2018 and 2019
Top 30 prizes Otago University Junior Mathematics Competition in 2018 and 2019

Software Engineering

University of Auckland – March 2022 to present.

- Software Engineering COMPSYS 201: Fundamentals of Computer Engineering
- ENGSCI 211: Mathematical Modelling 2
- SOFTENG 281: Object-Oriented Programming
- SOFTENG 282: Software Engineering
- Theory SOFTENG 206: Software Engineering Design 1
- SOFTENG 283: Software Quality Assurance SOFTENG 284: Data Structures and Algorithms
- ENGGEN 131: Introduction to Engineering Computation and Software Development

Prizes and Scholarships 2022: First in Course in Award in ENGGEN 131

First in Course Award in ELECTENG 101

First in Course Award in CHEMMAT 121

Dean's List Honoree 2022 - 9GPA

EXPERIENCE

Tutor - March 2020 to Current: Provided private instruction to individual High school students and 1st year University Student to improve academic performance and prepare for academic.

Loss Prevention Security Officer at The Warehouse - March 2020 to Current

- Ensuring the protection of the store's assets and minimizing losses due to theft. Monitor the security cameras and identify any potential offenders. Developed skills such as attention to detail, problem-solving, and critical thinking.

Software Engineering Internship at Risos Enterprise Limited – May 2023 to Current –

- I am doing a 400h internship here that is to last until September 2023. While I am working here, I am responsible for building a camera application in Qt that can be used with a microscope controlled from a raspberry pi. Also responsible for backend, Api management, android app development, database, and their website.

PERSONAL SKILLS

Communication: Through my involvement in various volunteering and sporting activities I am comfortable working with people from diverse backgrounds and cultures, and I can convey complex information in a clear and concise manner.

Willingness to learn: I am passionate about learning and am always seeking out new opportunities to expand my knowledge and skills. I am comfortable asking questions and seeking out feedback to improve my performance.

Resilience: I am highly resilient and able to bounce back from setbacks and challenges. I have learned to persevere in the face of difficulty and have developed a growth mindset that allows me to view challenges as opportunities for growth and development.

COMMUNITY & VOLUNTEER EXPERIENCE

- Auckland, New Zealand Feb 2021 - Aug 2022: Shave for A Cure Successfully raised over $1,500.00.
- Duke Of Edinburgh International Award Jan 2019 - Jan 2021: Completed the Duke of Edinburgh Bronze and Silver awards.
- Blind Foundation - Jan 2018 - Jan 2021: Every year, I participated in the bucket collection, where I actively solicit donations from members of the public.