Brian Ho

brianh@berkeley.edu (310) 892-0471

linkedin.com/in/brianjh brianjho.github.io

EXPERIENCE

Connexity, Inc.

Software Engineering Intern

Jun 2018 - Aug 2018

Created an admin tool for Hitwise Audience View to allow users to manage and delete segments and their respective report dependencies.

EDUCATION

University of California, Berkeley

B.A. Computer Science

Aug 2016 - May 2020 (expected)

GPA: 3.4

Relevant Coursework: Data Structures, Discrete Math and Probability Theory, Computer Architecture/Machine Structures, Efficient Algorithms and Intractable Problems, Computer Graphics

PROJECTS

Mesh Editor - Downsampling and Remeshing

Computer Graphics Course Project

Spring 2018 (https://elizabethschafle.github.io/cs184_finalproject/)

Worked with team members Elizabeth Schafle and Jose Chavez to implement functions that perform mesh downsampling and re-meshing for our final project. Extension of our earlier MeshEdit project which performed other mesh manipulation functions such as upsampling/subdivision, edge flips and splits.

BearMaps

Data Structures Course Project

Spring 2017

Worked with real-world mapping data to create the back-end of a "Google Maps"-type project (data structures, graph traversal algorithms).

LANGUAGES

Java

Python

C

C++

SQL

SKILLS/ACTIVITIES

Musical Activities Committee for the University of California Marching Band

Animation

Piano/French Horn

Magic tricks enthusiast