

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.

SKILLS

Programming Languages:
Java, Python, HTML/CSS, C, C++, SQL

Tools: *Git, Autodesk Maya, Adobe Premiere, Adobe Photoshop*

EDUCATION

University of California, Berkeley

B.A. Computer Science

Aug 2016 - May 2020 (expected)

GPA: 3.45

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

ACTIVITIES

Musical Activities Committee
for the University of
California Marching Band

Animation

Piano/French Horn

Magic tricks enthusiast

PROJECTS

Weather Application Design

User Interface Design Course Project

Summer 2018 (https://brianjho.github.io/files/projects/cs160/waft_report.pdf)

Designed a mobile application that would simulate certain functions and procedures of a weather app using HTML. Applied interface design ideas taught in class to satisfy a specific situation, task, and user for the app.

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.