

# Brian Ho

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linkedin.com/in/brianjh

brianjho.github.io

## EXPERIENCE

### Connexity, Inc.

#### Software Engineering Intern

Jun 2018 - Aug 2018

Los Angeles

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: 3.49

**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

## PROJECTS

### Weather Application Design

#### User Interface Design Course Project

Summer 2018 ([https://brianjho.github.io/files/projects/cs160/waft\\_report.pdf](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/](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.

## SKILLS

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

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

## ACTIVITIES

Musical Activities Committee  
for the University of  
California Marching Band

Animation

Piano/French Horn

Magic tricks enthusiast