Christopher Ho

2B Mechanical Engineering, 2020

Contact

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christopherho.ca

Skills

Languages/Frameworks

- *Swift*
- *HTML/CSS*
- *Java*
- *JavaScript*
- *C#*
- *C++*
- *Ruby/RoR*
- *SpriteKit*

Tools

- *XCode*
- *Atom/Sublime*
- *Git*
- *CocoaPods/Gems*
- *Heroku*
- *SolidWorks*
- *Firebase*
- *Sketch*

Hobbies

- *Fitness enthusiast/ basketball*
- *Poker*
- *Travelling*
- *Hackathons*

WORK EXPERIENCE

AutoCAD Designer, Albany Pump, ON, **May 2017 – Aug 2017**

- Reconstructed all design layouts by shifting CAD designs from AutoCAD to SolidWorks
- Prepared drawings for submittal packages upon request by engineering teams

Systems Analyst, Ontario Teacher's Pension Plan, ON, **Sept 2016 – Dec 2016**

- Team lead in implementing new queue management protocol to increase efficiency of validating and assigning problems to IT staff support by 15%
- Initiated hardware refresh to over 150 OTPP employees by imaging new hardware and building virtual machines

Integrated Technology Management, City of Toronto – Toronto Water Division, ON, **Jan 2015 – May 2015 and Aug 2015 – Dec 2015**

- Designed layout of web service application to be used by over 30 employees using HTML and CSS
- Executed on-site data canter refresh by configuring over 40 new

PROJECTS

Poop Scoop!

- Developed, designed and published an iOS game application that allows users to catch falling nodes to increase player's score
- Currently over 1000+ downloads on the iTunes app store

UW HelpChat

- Developed an iOS chat application for EngHacks 2017 that uses Firebase database and storage to store messages and contacts
- Authenticates student credentials using the Waterloo API

Feolino Fades

- Developed a web application that schedules haircut appointments and updates in real-time to customer's emails and calendar using Timekit API

Beer Pong Robot

- Developed software of robot that launches ping-pong balls using distances read from ultrasonic and color sensors
- Created physical assembly by integrating multiple 3D-printed components