

Christopher Ho

*2B Mechanical Engineering,
2020*

Contact



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github.com/christopherho96



thechristopherho.com

Skills

Languages/Frameworks

- Swift
- HTML/CSS
- Java
- JavaScript
- C#
- C++
- Ruby on Rails
- 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 center 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