

# Christopher Ho

*2B Mechanical Engineering,  
2020*

## Contact



[ct4ho@uwaterloo.ca](mailto:ct4ho@uwaterloo.ca)



[github.com/christopherho96](https://github.com/christopherho96)



[thechristopherho.com](http://thechristopherho.com)

## Skills

### Languages

- Swift
- HTML/CSS
- Java
- JavaScript
- C#
- C++

### Tools

- XCode
- Atom/Sublime
- Git
- CocoaPods
- Firebase
- SolidWorks
- Sketch
- AutoCAD

## 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 submittal packages for engineering teams upon request

**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 switches to replace existing old ones

## 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 100+ downloads on the iTunes app store

### UW HelpChat

- Developed an iOS chat application for EngHacks 2017 that uses Firebase database 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