CHRISTOPHER HO

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EDUCATION

University of Waterloo, B.A.S, Mechanical Engineering, AUCC scholarship and UW entrance bursary with 92.3% entrance average 2016 - 2021 (expected)

SKILLS

Languages/Frameworks: Swift, Java, React.js, Vue.js, Python, Material-UI, Bootstrap

Tools/Technologies: XCode, Android Studio, BitBucket, Atlassian Tools, MySQL Workbench, RESTful API, Postman

WORK EXPERIENCE

SkipTheDishes - Software Developer, Winnipeg, Manitoba

Aug 2018 - Present

- o Collaborated with product team to implement redesign of restaurant list and details pages for native iOS
- o Improved Skip's view model library for both native iOS/Android by developing new modular UI components
- Substantially lower crash rates by shipping bug fixes daily and isolating business logic to follow MVVM design
- o Improved image caching for restaurant page on native iOS by implementing external PINCache library
- o Built new REST API endpoints and query logic between internal services using Java, Spark and MySQL

QReserve Inc - Software Developer, Toronto, Ontario

Jan 2018 - April 2018

- Developed and published to app store from scratch a cross-platform mobile application using Vue.js and Weex to be used by over 100,000 registered Ontario nurses
- o Built registration form pages and reservation list components for beta web application using React and Redux
- o Increased test coverage for QReserve REST API for email registration/verification using Python and Flask
- Designed and implemented new UI features for legacy application to increase user conversion for release of QReserve Beta using Vue.js

Ontario Teacher's Pension Plan - System Analyst, Toronto, Ontario

Sept 2016 - Dec 2016

- Implemented new queue management system to increase IT staff support efficiency by 15% by delegating responsibilities to team and reporting on-going issues to developer team
- Saved IT department countless hours by writing script that validates VPN connection for all company machines
- o Provided daily IT support including cloning VMs, remote assistance and hardware setup/troubleshooting

PROJECTS (see more at christopherho.ca)

Tagger (Winner of Hack the Valley II Competition) - Hardware System/ Native iOS App

- o Team lead and primary mobile developer on team of 4 including responsibility of pitching to final judges
- o Developed iOS app using Microsoft Face API facial recognition to authenticate and track user's travel luggage
- o Constructed scan-and-go environment by leveraging OpenCV to verify QR codes on user's mobile app

Ligbo (Published to App Store) - Native iOS App

- o Developed mobile shopping iOS app that fetches over 10,000 LCBO products from public REST API
- o Implemented a live locator using iOS MapKit library to display closest liquor stores in user's GPS location

SafeHub - Native iOS App

o Developed iOS app that unlocks an Arduino-based locked system with speech and fingerprint authentication

PoopScoop! (Published to App Store) - Native iOS App

Developed iOS game app using SpriteKit and designed all game assets with peak-installation of 10,000 users