Evan Ho

San Jose, California
(408) 577-7693
evanho9@live.com
github.com/evanho9

Education

Bachelor of Science in Computer Science   2017 - Ongoing

San Jose State University

GPA: 3.93

Expected Graduation Date: May 2021

Relevant coursework:

Completed: Data Structures and Algorithms, Introduction to Data Structures, Introduction to Computer Systems, Discrete Mathematics, AP Computer Science, Object-Oriented Design, Information Security, Server-side Web Programming, Introduction to Game Studies

Ongoing: Computer Architecture, Formal Language and Computing

Technical Skills

Programming Languages:

Proficient: Java

Familiar: PHP, HTML, CSS, MySQL, JavaScript

Software:

Proficient: Eclipse, Git, Microsoft Office Suite and Google Equivalents

Familiar: Unity, Android Studio, Atom, GIMP

Projects

Decryptoid, **Class Final Project** | PHP, JS, MySQL Developer

Web application capable of encrypting/decrypting using substitution, double transposition, and RC4 ciphers.

I programmed the ciphers from scratch without libraries and implemented authentication, sessions, and necessary server-side security precautions.

This was created to apply learned PHP, JS, HTML, CSS, and concepts of information security from my Server-Side Web Programming class.

https://github.com/evanho9/Decryptoid

Portfolio Website, Personal Project | HTML, CSS, JS Developer | Web Designer

Portfolio website.

This was created to learn HTML, CSS, JavaScript and the Google Maps API.

https://evanho9.github.io/

Polymorph, **Group Project** | Android Developer | Artist | Contributor

Original puzzle game using libGDX game development framework for Java.

In collaboration with two other contributors on GitHub.

I programmed game logic and designed assets using GIMP Image Manipulation Program.

This was created to learn the libGDX framework and understand how to contribute to a Git group project.

https://github.com/nguyen-darianhuy/Polymorph