Evan Ho

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github.com/evanho9

Education

Bachelor of Science in Computer Science
San Jose State University

2017 - Ongoing

GPA: 3.887

Relevant coursework:

Data Structures and Algorithms, Introduction to Data Structures, Introduction to Computer Systems, Discrete Mathematics, AP Computer Science

Technical Skills

Programming Languages:

Proficient: Java

Familiar: HTML, CSS, JavaScript and MIPS Assembly

Software:

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

Familiar: Android Studio, Atom, GIMP

Projects

Personal Website | Web Designer

Portfolio website.

Created to learn HTML, CSS, JavaScript and the Google Maps API.

https://evanho9.github.io/

Polymorph | Android Developer, Artist, GitHub Contributor

Original puzzle game created using libGDX game development framework for Java.

Collaborated with two other contributors on GitHub.

Programmed game logic and designed artwork and assets using GIMP Image Manipulation Program.

Created to learn the libGDX framework and how to contribute in a git group project.

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

Piano Tiles | Android Developer

Music game clone created using libGDX.

Programmed game logic and designed game assets.

Created to learn Android Studio and Android APK deployment.

https://github.com/evanho9/Piano-Tiles

Box Match | Android Developer

Original puzzle game created using libGDX.

Programmed game logic.

Created to learn how to quickly deploy an original idea on Android.

https://github.com/evanho9/Box-Match