Evan Ho

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github.com/evanho9

Education

Bachelor of Science in Computer Science   2017 - Ongoing

San Jose State University

GPA: 3.906

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

Portfolio Website, Personal Project | Web Designer

Portfolio website.

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

https://evanho9.github.io/

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

Designed an original puzzle game 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

Box Match, **Personal Project** | Android Developer

Original puzzle game created using libGDX.

Programmed game logic.

Created to learn how to quickly deploy a prototype idea onto an Android device.

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

Piano Tiles, **Personal Project** | Android Developer

Created a music game clone created using libGDX framework.

Programmed game logic and designed game assets.

Created to learn Android Studio and Android APK deployment.

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