

Evan Ho

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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, Heroku

Projects

Decryptoid, Class Final Project | Full Stack Developer

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

Ciphers programmed from scratch without libraries.

Implements authentication, sessions, and other necessary server-side security precautions.

Deployed on Heroku. Up and running at <https://decryptoid.herokuapp.com/php/index.php>

Portfolio Website, Personal Project | Front End Developer | Web Designer

Portfolio website.

Deployed on GitHub Pages. Up and running at <https://evanho9.github.io/>

Polymorph, Group Project | Android Developer | Artist

Original puzzle game using libGDX game development framework for Java

Created in collaboration with two other contributors on GitHub.

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

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

Awards and Certifications

Elements of AI Course Completion

Issued July 2019

University of Helsinki

College of Science 2018 Dean's Scholar

San Jose State University