# **Evan Ho**

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### **Education**

### **Bachelor of Science in Computer Science**

San José State University

**GPA:** 3.93 / 4.0

**Expected Graduation Date:** May 2021

Relevant coursework:

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

### **Featured 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 with ClearDB MySQL add on.

Up and running at https://decryptoid.herokuapp.com/php/index.php

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

Portfolio website built using Bootstrap CSS framework.

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.

Programmed game logic and designed assets using GIMP.

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

### **Certifications and Awards**

### **Elements of AI Course Completion Certificate**

University of Helsinki

College of Science 2018 Dean's Scholar