Jay Ho

Computer Science Major 3rd Year | Portfolio Website: jayhomn.github.io
jayhomn@gmail.com | LinkedIn: https://www.linkedin.com/in/jay-ho001/ Github: https://github.com/jayhomn

EDUCATION

University of British Columbia, Vancouver **Expected Graduation:** May 2023
BS., Computer Science | Dean's List **cGPA:** 4.30/4.33
International Student Scholarship : 2019
Science Trek Scholarship (Top 5%) : 2019
Charles and Jane Banks Scholarship (Faculty Recommendation) : 2019

TECHNICAL SKILLS

Languages: Java, Javascript, PHP, C#, Python, C/C++, SQL, HTML, CSS
Frameworks/Environments: Symfony, React, Express, Node, mongoose, Django, Flask
Technologies: Git, Mercurial, JUnit 5, MongoDB, MySQL
Software: IntelliJ, PHPStorm, Visual Studio Code/ Visual Studio, PyCharm, Unity

EXPERIENCE

One45 Software | Vancouver BC | SYMFONY PHP HTML CSS JS **Jan - Sep 2020**
Software Engineering Intern (Co-op)

- Worked in a project team with 2 other senior developers and product managers using agile development on a new product feature that is essential to company goals and is used by 100% of their key clients
  - Took part in database schema planning and implemented the schema with the Doctrine ORM
  - Created the MVC structure for the feature using the PHP Symfony Framework
  - Demonstrated ability to work within deadlines whilst simultaneously learning a new framework
- Redesigned webapp pages to be more responsive and inline with new company branding
- Utilized Datadog to monitor for errors and successful debugged and fixed 30+ recurring runtime errors

University of British Columbia Computer Science | Vancouver BC | JAVA **Sep - Dec 2019, Sep 2020 - Present**
Computer Science 210: Software Construction Teaching Assistant

- Assisted 250+ students in lecture to reach OOP learning objectives
- Held office hours independently to help mentor students on their course project and implement OOP best practices and design principles
- (In-Person) Organized lab sessions for 30+ students and helped administer quizzes and mentorship
- (Online) Provided mentorship to a cohort of 8 students throughout the term, helping them with course material, labs, and their personal projects

PROJECTS

Dressi | REACT NODE HTML CSS JS | https://weather-fashion.herokuapp.com/

- Utilized React to make a webapp that uses two simple APIs to generate a google image search query and display it within an infinite scrolling container
- First experience with UI/UX design and came up with the modern design after an iterative prototyping process

Shopple | REACT NODE EXPRESS MONGODB HTML CSS JS | https://shopple.herokuapp.com/

- Developed in collaboration with a partner a wep-app that parses email data from retail promotional emails and displays them in an automatically updated list using the MERN stack
- Created the email parsing cron job using Nodejs and the gmail API
- Designed and realized the user interface with InVision Studio and React

PhysInterac | UNITY C# | PhysInterac - Free Interactive Physics Calculator – Apps on Google Play

- Developed using the Unity game engine an interactive physics calculator for calculating reaction forces on a free body diagram
- Implemented a recursive algorithm that handles a chain of calculations when multiple objects are in the diagram