

# Jay Ho

Computer Science Major 3rd Year | Portfolio Website: [jayhomn.github.io](https://jayhomn.github.io)  
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## EDUCATION

**University of British Columbia, Vancouver**

BS., Computer Science | Dean's List

**International Student Scholarship** : 2019

**Science Trek Scholarship (Top 5%)** : 2019

**Charles and Jane Banks Scholarship (Faculty Recommendation)** : 2019

**Expected Graduation:** May 2023

**cGPA:** 4.30/4.33

## 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 - Sept 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 successfully debugged and fixed 30+ recurring runtime errors

**University of British Columbia Computer Science | Vancouver BC | JAVA**

**Sept - Dec 2019, 2020**

*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

**Shoppie | REACT NODE EXPRESS MONGODB HTML CSS JS | <https://shoppie.herokuapp.com/>**

- Developed in collaboration with a partner a web-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