

# JH OH

## 4A COMPUTATIONAL MATHEMATICS, HONOURS

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### SKILLS

**ANDROID DEVELOPMENT:** Java, Kotlin, Room (SQLite), Dagger 2, Data binding  
**WEB DEVELOPMENT:** HTML, (S)CSS, Javascript, Typescript, Vue.js, WordPress REST API  
**GROUP TOOLS:** Git, Jira, Agile

### EMPLOYMENT

#### ANDROID DEVELOPER

JAN. '22 - APR. '22

NEARSIDE

- Worked on Project Svelte, a revamp of the user signup flow. Uses Persona, an API that helps extract user data from photos of identification such as driver's licenses. Assisted by a Coordinator which tracked the user's position in the signup flow on both mobile and web.
- Assisted in the redesign of the mobile app as the company rebranded from Hatch to Nearside.
- Implemented a biometric login to the application using the Android Biometrics library. Designed the new login flow with the biometric function and used Android Cipher to encrypt/decrypt user passwords.

#### ANDROID DEVELOPER

MAY '21 - AUG. '21

SCORE MEDIA AND GAMING

Part of the Android team for the Score Media app.

- Worked on migrating the application from Kotlin Synthetics to View Binding as well as fixing bugs and mitigating tech debt.
- Studied a new architecture that used the MVVM design pattern, which recycled the same fragment for different screens and populated them with unique ViewHolders using Adapters.
- Researched the methods of obtaining views after the deprecation of Kotlin Synthetics and how they could integrate into the unique architecture of the application.

#### ANDROID/INNOVATION DEVELOPER

SEPT. '20 - DEC. '20

INNOVAPOST

**Android Developer:** Fixed production bugs and implemented new features for the Canada Post mobile application, such as a barcode generated for users on a failure path. Worked in an agile-scrum environment.

**'Innovation Garage' Developer:** Researched the possibility of implementing progressive registration and OAuth 2.0 on the application. Was part of a pilot team to eliminate the need for ring scanners and instead use wrist-mounted PDTs which operated based on the accelerometer and gravimeter.

### PROJECTS

#### PERSONAL WEBSITE

MAR. '20 - CURRENT

A personal website (<https://ohjiho.dev>) to self-advertise and to start getting into modern web development past the standard HTML, CSS, and JavaScript.

- Uses Vue.JS as a framework (through Vue CLI). It's a single page application that uses Vue Router to "simulate" different pages.
- Uses Typescript, a more syntactical version of Javascript, and SCSS, a CSS preprocessor

#### ONE STORY A DAY

FEB. '20 - APR. '20

Android app that replicates "One Story a Day", a children's book website.

- Communicates with the website's REST API to handle account details.
- Used JWT authentication to log the user in by either validating the user credentials or by verifying a previously-stored JSON token (OAuth 2.0).
- Managed an SQLite database that handled programs, books, and games.
- Used a web view to display web pages that contained an embedded online reader. The app also had to send the JSON token which allowed the reader to be displayed in order to prevent people from reading it without payment.

### EDUCATION

#### UNIVERSITY OF WATERLOO

SEPT. '18 - CURRENT

Bachelor of Maths Computational Mathematics 2023

Received the President's Scholarship of Distinction, an entrance scholarship for an admission average of 95% or higher