

Jonathan Ho

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EDUCATION

UC SAN DIEGO

BACHELOR OF SCIENCE IN
COMPUTER SCIENCE AND
ENGINEERING

Expected June 2015 | La Jolla, CA

LINKS

Github:// [jonwho](#)

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COURSEWORK

KEY COURSES

C and C++

Software Engineering

Adv. Software Engineering

Software Tools & Technology

Android Development

Data Structures

Adv. Data Structures

Operating Systems

Algorithms & Design

Computer Architecture

Compiler Construction

Functional Programming

Ubiquitous Computing

Database Theory

Server Side Applications

Mobile Applications

SKILLS

LANGUAGES

C/C++ • Java • C# • JavaScript • Ruby

WEB DEVELOPMENT

AngularJS • Rails • Polymer • HTML

CSS • LESS • SASS • Yeoman • Node.js

Express.js • MEAN • Grunt • Bower

EDITORS

vi • Vim • Eclipse • Sublime Text

IntelliJ IDEA • Visual Studios

Android Studio

MISCELLANEOUS

git • JUnit • XML • MySQL • JSON

UML • XNA Game Studios • Cucumber

Jasmine • PostgreSQL • SQLite

MongoDB • Unity • Heroku • Firebase

EXPERIENCE

SONY NETWORK ENTERTAINMENT | SOFTWARE ARCHITECT INTERN

June 2014 – Sep 2014 | San Diego, CA

- Worked on continuous integration for OAuth 2.0 on the network platform
- Created internal application with AngularJS to improve client integration
- Participated in company hackathon making a message board to consolidate ideas in active and live fashion

BRIDGECREST MEDICAL | SOFTWARE ENGINEER

Oct 2013 – April 2014 | San Diego, CA

- Created web portal application in Ruby on Rails and delegated tasks
- Maintain application on server and deploy test applications on Heroku
- Started work on REST APIs for mobile application to use

THERMO FISHER SCIENTIFIC | SOFTWARE DEVELOPMENT INTERN

June 2013 – Sep 2013 | Carlsbad, CA

- Developed performance tests for application on Amazon Web Services
- Updated Global IT functions resource page to improve employee experience
- Used AWS Java APIs to test data from SOAP/REST endpoints

PROJECTS

SPEEDY TYPE

- Designed to aid those suffering from Locked-In Syndrome
- Uses both Microsoft Surface and EyeTribe technology
- Allows patient to initiate conversation with loved ones
- 3 to 5 times faster than traditional means of communication

SCOTT THE INTERN

- Created a video game playable on Xbox and PC written in C# using XNA Game Studios 3.0
- Implemented free world movement in 2D sprite sheets
- Fight system was turn based and included sprite animations
- Maps for the game were made using a custom made map-maker
- Game states could be saved and loaded by player

MY CITY

- Android app used to socialize with your friends from Gmail
- App puts your friends locations into Google Maps
- Focused on GoogleTak and RTMP APIs in Java
- Worked with multiple threads to ensure data synchronization
- Made group chat feature with any friends within 1 mile

SIMPLE CHAT

- Persistent chat client made with AngularJS and Firebase
- Persistence made possible by using Firebase APIs
- Single Page Application made modular with AngularJS
- Capable of porting chat client anywhere using AngularJS
- Multiple chat rooms are implemented separated into tabs