

Jonathan Ho

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PROFILE

I am a fourth year Computer Science and Engineering student at the University of California San Diego. I have a passion for Computer Science and its applications to business and entertainment. I am seeking an internship position in software development where I can contribute and develop my skill set.

EDUCATION

University of California San Diego | La Jolla, CA

Expected Graduation: March 2015

Major GPA: 3.15

Clubs: Video Game Development Club, Computer Science and Engineering Society,
Social Tennis Club, Society of Asian Scientists and Engineers

Courses: C/C++

Java

Software Engineering

Software Tools & Technology

Android

Unix

Data Structures

Advanced Data Structures

EXPERIENCE

BridgeCrest Medical

October of 2013 – present

I work on the web portal using Ruby on Rails. I work with third-party front end templates and implement the back end workings. I work in an Ubuntu 12.04 LTS environment. I am learning more about web development in regards to front end and back end through this internship.

Life Technologies

Summer of 2013

Software Developer

I wrote performance tests for Life Technologies services. Specifically on their deployment integration with Amazon Web Services. I worked in a RHEL/Windows environment and programmed mainly in Java with a little Ruby on Rails. I learned about SOAP and REST protocols and industry technologies.

PROJECTS

Anagram Finder is a program that builds a dictionary.dat file from a supplied file. Using this dictionary the program finds anagrams of a word. The anagrams are returned and displayed for the user. I learned more about the C standard library and SPARC Assembly language from this class project. It was a good introduction to low level programming.

Scott the Intern was a game my team and I made in a game programming class at Allan Hancock College. The game was written in C# using XNA Game Studios 3.0. It featured RPG-like gameplay of Final Fantasy IV movement and battle style. It featured a map making editor that we made, using a sprite sheet we stitched together. I took care of the game logic and graphic overlay for world sequence and battle sequence.

MyCity App is an app that allows you to chat with your friends if they are online using GoogleTalk. At the same time logging onto to this app lets you see where your friends are relative to your location. When you find your buddy you can chat with them. This app also lets you sign in using an availability status because sometimes you don't want your friends to know where you are for every second of the day.

FlameBay Menu lets the user order a bowl of Mongolian BBQ using a graphical user interface. Using the Java awt and swing API I made buttons that listen for user actions. When the user is done he can get his total with his list of items.

Blackjack was a project I made in my first programming class using C. I learned how to manage memory with pointers and memory address locations. To manage data more efficiently I created my own data structures in C to encapsulate data and used pointers to retrieve them. I have since done the same project in Java for comparison of memory management and of Object Orientated Design.

To see code that I have written feel free to visit my Github at <https://github.com/jonwho>

Or visit my web page to run some programs I have written at jonwho.github.io

SKILL SET

C/C++ – Procedural programming with C and OOP with C++

Java – Java programming with OOP, data structure knowledge, GUI and Testing

C# - Understanding of C# and its structure coupled with XNA game studios proficiency

Android – Created apps with a team focused on Google Map APIs

Web Design – HTML/CSS know how with some JavaScript primarily with Bootstrap

Editors – Eclipse/Notepad++/TextPad/Vi/Vim/Gvim/CodeBlocks/VisualStudios

OS – Windows/Mac/Unix

INTERESTS

I love sports and competition. I play tennis, table tennis, badminton, basketball, and any sport I get to compete in. I'm a huge follower of eSports like MLG and IPL events especially League of Legends and Counter Strike. I am the captain of a League of Legends team that competed at the Winter Game Fest's League of Legends tournament and placed as a finalist. I have also participated in HackerRank coding competitions, scoring 2nd highest amongst participants using C in Code Golf.