Jonathan Wilson Ho

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PROFILE

I am a senior in Computer Science and Engineering at the University of California San Diego. I am seeking an internship position in software engineering. I specialize in C and Java and some Ruby on Rails. But I am very open to learning new technologies.

EDUCATION

University of California San Diego | La Jolla, CA   **Expected Graduation: June 2015**

Major GPA: 3.15

Courses: C/C++, Java, Software Engineering, Software Tools & Technology, Android, Unix Lab, Data Structures, Advanced Data Structures, Algorithms and Design, Computer Architecture, Operating Systems, Programming Paradigms

PROJECTS

Anagram Finder
- Program lets user find anagrams for a word they input to the terminal and continues to do until user exits program
- Written in C and SPARC Assembly using many C standard libraries and my own created structs to encapsulate data
- Involved file creation and manipulation at runtime by allocating dynamic memory

Scott the Intern
- This is a video game playable on XBOX and PC written in C# and using XNA Game Studios 3.0
- I managed game graphics and game music using XNA APIs to simplify the process
- Project included a team of 5 which I was the team manager of and so I delegated tasks to others
- Game was 2D similar to Zelda allowing free walking in sprite sheets and battle sequence was turn based

MyCity
- Android app to be used to socialize with friends on your Gmail by letting you know when your friends are close relative to your position by using the GPS on your device
- Focused on GoogleTalk and RTMP APIs in Java and software engineering principles like DRY and singleton pattern
- Worked with multiples threads in Java and used singleton pattern to synchronize data and avoid thread locks
- Working in a team of 5 the app functionality I covered was UI design of 'shout' function and managing friends list

FlameBay Menu
- GUI application that lets user select a list of ingredients for their noodle bowl and shows receipt at the end of order
- Used Java awt and swing API to create application and control event driven runtime

Blackjack
- Playable Blackjack game on the terminal where text input was used to play the game
- Written in both C and Java so that I could compare memory management via pointers vs. via Object Oriented Design
- In C I created my own Card struct to help encapsulate data about the card
- In Java I created many classes to keep the game organized and abstracted data from the driver of the program

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

Or visit my webpage to run some programs I have written at **http://jonwho.github.io**

EXPERIENCE

BridgeCrest Medical Software Engineer Intern/Web Portal Lead   **October of 2013 - present**
- Created web portal application in Ruby on Rails and delegated tasks to others on weekly basis
- Manage both front-end and back-end development using Bootstrap JavaScript files and ORM on MySQL
- Maintain application on server and deploy test applications on Heroku for quick presentations

Life Technologies Software Engineer Intern   **Summer of 2013**
- Made performance tests for application deployment integration on Amazon Web Services
- Used many AWS Java APIs and tested database weekly while learning about SOAP/REST on the web stack
- Worked in RHEL/Windows environment and development schedule was based off of SCRUM/Agile

SKILLS

Programming Languages: C/C++, C#, Java, SPARC Assembly and Ruby   Web Development: HTML, CSS, JavaScript and RoR

Editors: Vi, Eclipse, SublimeText, NotePad++ and VisualStudios   OS: Windows, MacOS, and *nix (Ubuntu preferred)

Misc: Bash, Git, JUnit, MySQL, XML, UML, JSON, Android and XNA Game Studios