# Jonathan W. 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**
LinkedIn:// **jonwho**
Twitter:// **@lj080805**
Email:// housuilun@yahoo.com

## 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 converstaion 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 GoogleTalk 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