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 a full-time position in software development. My interests are in the web stack ranging from front-end frameworks to back-end engineering.

EDUCATION

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

Major GPA: 3.00

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, Compilers

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
- Implemented free world movement in 2D sprite sheets and had fighting sequences happen on enemy collision
- Delegated tasks to others on weekly basis as team manager and coordinated our efforts
- Leveraged game graphics and audio through XNA APIs and made custom map maker to speed up development

MyCity

- Android app used to socialize with your friends from Gmail and pinpoint their location relative to yours
- 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
- Handled 'shout' feature which was group messaging with friends who are within a mile of user

Blackjack

- Playable Blackjack game on the terminal where text input was used to play the game
- Written in both C and Java for learning purposes specifically memory management with/without pointers
- Encapsulated data in Card struct and abstracted features away from driver of program
- Java version was practice of OO design and classes were created as necessary to abstract from driver

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

Sony Network Entertainment International Software Architect Intern   **June 2014 – September 2014**

- Worked on continuous integration for the network platform based on the OAuth 2.0 protocol
- Created internal GUI tool with AngularJS to consume RESTful resources off the network platform
- Participated in SNEI Hackathon developing quick message board to consolidate ideas in active and live fashion

BridgeCrest Medical Software Engineer Intern/Web Portal Lead   **October 2013 – April 2014**

- 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   **June 2013 – September 2013**

- Developed performance tests in RHEL 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
- Became familiar with Scrum/Agile development schedule and updated Global IT functions resource

SKILLS

Programming Languages: C/C++, C#, Java, SPARC Assembly and Ruby   Web Development: AngularJS and Rails

Editors: Vim, Eclipse, Sublime Text, IntelliJ Idea and VisualStudios   OS: Windows, OS X, and *nix (Ubuntu preferred)

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