Jonathan W. Ho

http://jonwho.github.io
housuilun@yahoo.com | 530.320.7863

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 • HTML • CSS • Less
Sass • MEAN • Node.js • Express.js
Yeoman • Grunt • Gulp • Bower

EDITORS

vi • Vim • Eclipse • Sublime Text
IntelliJ IDEA • Visual Studios
Android Studio • Unity

MISCELLANEOUS

git • JUnit • XML • MySQL • JSON
UML • XNA Game Studios • Jasmine
MongoDB • Heroku • Firebase
GitHub • Travis CI • Ubuntu • CentOS

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

AUGMONTED
- Voted 1st place app in Mobile Development class
- Utilizes Qualcomm Vuforia API for augmented reality
- User interface with focus on Google's Material Design
- Log in with either Facebook Graph API or email verification
- Amazon EC2 instance hosts both MySQL and PHP middleware

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
- Video game for Xbox and PC made with 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

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
- Made group chat feature with any friends within 1 mile

SIMPLE CHAT
- Persistent chat client made with AngularJS and Firebase
- Capable of porting chat client anywhere using AngularJS
- Multiple chat rooms are separated into tabs