

# Jonathan W. Ho

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## EDUCATION

### UC SAN DIEGO

BACHELOR OF SCIENCE  
IN COMPUTER SCIENCE  
AND ENGINEERING  
Grad. June 2015 | La Jolla, CA

## LINKS

GitHub://[jonwho](#)  
LinkedIn://[jonwho](#)  
Twitter://[@lj080805](#)  
WebApp://[CoinFlip](#)  
ChatApp://[SimpleChat](#)

## COURSEWORK

### KEY COURSES

Software Engineering  
Software Tools & Technology  
Android Development  
Data Structures  
Operating Systems  
Algorithms & Design  
Computer Architecture  
Compiler Construction  
Functional Programming  
Ubiquitous Computing  
Server Side Applications  
Mobile Applications  
Data Mining and Predictive Analysis

## SKILLS

### LANGUAGES

Java • JavaScript • Ruby

### WEB DEVELOPMENT

AngularJS • Rails • HTML • CSS  
Sass • Node.js • Express.js  
Yeoman • Grunt • Gulp • Bower

### EDITORS

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

### MISCELLANEOUS

Git • XML • MySQL • JSON  
UML • Jasmine • Heroku • Firebase  
GitHub • Travis CI • Ubuntu • CentOS  
Arch Linux • PostgreSQL

## EXPERIENCE

### FULLSCREEN INC | FULL STACK SOFTWARE ENGINEER

August 2015 – Present | Playa Vista, CA

- Develop tools in and around Video.js for HTML5 video support
- Write RSpec3 tests covering unit and feature testing
- Client side quality control tools written in AngularJS
- Automate asset workflows from ingestion to publishing
- Enable support for captions using Video.js and external libraries

### UC SAN DIEGO IRPS | STUDENT PROGRAMMER

May 2015 – August 2015 | La Jolla, CA

- Plan and develop children's game for Android platform using Unity
- Game is played by children afflicted by Fetal Alcohol Spectrum Disorder

### 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
- Made a message board to gather and discuss ideas in hackathon

### 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 conversation 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