Jonathan W. Ho

http://jonwho.github.io

jonwho.contact@gmail.com | 530.320.7863

EDUCATION

UC SAN DIEGO
Bachelor of Science
in Computer Science
and Engineering
Grad. June 2015 | La Jolla, CA

INTERNSHIPS

SONY ENTERTAINMENT
June 2014 - September 2014
Software Architect Intern

BRIDGECREST MEDICAL
October 2013 - April 2014
Software Engineering Intern

THERMO FISHER SCIENTIFIC
June 2013 - September 2013
Software Developer Intern

SKILLS

LANGUAGES
Ruby • JavaScript • Java • Go

WEB DEVELOPMENT
HTML • CSS • Rails • Sass
React • TypeScript

INFRASTRUCTURE
Heroku • AWS • Docker • Kubernetes

MISCELLANEOUS
Git • GitHub • GitLab • Bash • MySQL
PagerDuty • Sentry • Postgres
Cassandra • Elasticsearch • Kafka
Splunk • XML • JSON • Avro
RPC • Protobufs • gRPC • Redis

LINKS

GitHub://**jonwho**
LinkedIn://**jonwho**
Chatbot://**discord-bot**
StocksAPI://**go-iex**
GameAPI://**lol**

EXPERIENCE

APPLE | Senior Software Engineer
August 2020 – Present | Cupertino, CA
- Redesign and scale AOD processing to meet new product demands
- Redesign infrastructure and applications to scale on Kubernetes
- Build and migrate assets into in-house asset management system
- Design and implement new applications to support internal ops
- Synchronize Kafka message patterns with Avro schemas across teams
- Introduce Protobufs and gRPC for new microservices across teams
- Setup new live stream alerting and monitoring for quality assurance

OPENDOOR | Software Engineer
November 2019 – May 2020 | Los Angeles, CA
- Consolidate metric APIs to reduce monthly engineering spend
- Build similar homes fallback API to improve response times
- Launched Early Access feature which sees higher user engagement
- Setup data feed and test Iterable email templates
- Update buying experience on web to meet parity with mobile experience
- Add new UI / CTAs that drive user engagement and tour conversion
- Document existing deep links and best practices to debug/develop

RETENTION SCIENCE | Software Engineer
August 2017 – October 2019 | Santa Monica, CA
- Add filtering logic for new clients' shop features
- Fix Data Science prediction usage to correct control/distribution ratio
- Wrote report builder for user interaction within platform
- Sped up email processing to scale with holiday traffic
- Implemented SLA monitors for core services
- UTM integration for clients using Google Analytics
- 3rd party plugin system for flexible data integration
- Custom API for frontend and Data API for clients
- Ruby/Rails upgrades (gems, versions, and style)

WHISPER APP | Software Developer
November 2016 – June 2017 | Venice, CA
- Add ad partners through header bidding
- A / B testing to track mobile app installs through website
- Python revenue reporting scripts
- Audience demographic targeting for partner campaigns

FULLSCREEN MEDIA | Full Stack Software Engineer
August 2015 – November 2016 | 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 Angular/React
- Automate asset workflows from ingestion to publishing
- Support VTT and XML captions with conversion and publishing
- Create Sidekiq workers to run scheduled jobs from Redis queue
- Complete redesign of UI to optimize UX and development time
- Link data processes so tech ops can monitor pipeline progress
- Make use of AWS API S3, SNS, and SQS to connect internal services