

# 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  
Chatbot://discord-bot  
StocksAPI://go-iex  
StockNewsScraper://dd  
Recipes://Recipey  
RubyGem://Lolxin

## COURSEWORK

### KEY COURSES

Software Engineering  
Software Tools & Technology  
Data Structures  
Operating Systems  
Algorithms & Design  
Computer Architecture  
Functional Programming  
Ubiquitous Computing  
Server Side Applications

## PREV INTERNSHIPS

### BRIDGECREST MEDICAL

Ruby on Rails web portal  
Maintain/deploy/test Heroku app  
REST APIs for mobile devices

### THERMO FISHER SCIENTIFIC

AWS app performance tests  
Global IT resources webpage updates

## SKILLS

### LANGUAGES

Go • Java • JavaScript • Ruby  
CoffeeScript • Python

### WEB DEVELOPMENT

HTML • CSS • Rails • Sass  
Grunt • Gulp • Bower • Webpack  
Angular • React • ES6 • Babel  
JSX • Bootstrap • Material Design

### INFRASTRUCTURE

Heroku • Amazon Web Services  
Docker • Vagrant

## EXPERIENCE

### RETENTION SCIENCE | SOFTWARE ENGINEER

August 2017 – Present | Santa Monica, CA

- Add filtering logic for clients' shop features
- Integrate Data Science predictions based on control/distribution ratio
- Create report builder for product metrics
- AWS Batch development to scale with holiday traffic
- New SLA monitors to oversee core services
- UTM integration for clients on Google Analytics
- 3rd party plugin system for flexible data integration
- Internal API for frontend and Data API for clients
- On-call rotation to triage/fix service operations

### 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

### 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 app to discuss ideas for hackathon with MEAN stack

## PROJECTS

### AUGMENTED

- Voted 1st place app in CSE190 Mobile Development 2015 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

### 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