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 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