

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

ChatApp:// [SimpleChat](#)

COURSEWORK

KEY COURSES

C and C++

Software Engineering

Software Tools & Technology

Android Development

Data Structures

Operating Systems

Algorithms & Design

Computer Architecture

Compiler Construction

Functional Programming

Ubiquitous Computing

Database Theory

Server Side Applications

Mobile Applications

Data Mining

SKILLS

LANGUAGES

C • Java • C# • JavaScript • Ruby

WEB DEVELOPMENT

AngularJS • Rails • HTML • CSS

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

Arch Linux • PostgreSQL

EXPERIENCE

UC SAN DIEGO IRPS | STUDENT PROGRAMMER

May 2015 – Present | La Jolla, CA

- Developing Android game in Unity for research application

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

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