

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
ReactJS • ES6 • Babel
Bootstrap • Material Design

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 • Bash

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 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
- Migrate data so new references allow tech ops to monitor 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 to gather and discuss ideas in hackathon with MEAN

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 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
- 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