

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

LINKS

GitHub://[jonwho](#)
LinkedIn://[jonwho](#)
Chatbot://[discord-bot](#)
RubyGem://[Lolxin](#)
WebApp://[Todoapp](#)

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

Java • JavaScript • Ruby
CoffeeScript

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 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

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

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

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