Joshua Hou

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github.com/jshou

EXPERIENCE

DomainTools — *Engineer*

JUNE 2015 - PRESENT

- Built and maintained various crawlers and scrapers
- Developed data processing pipelines for new sources of data
- Built and maintained services and APIs for delivering data sets
- Installed and maintained Gitlab, instituted code review process

Python, bash, Hive

Independent — *Software Developer*

JULY 2011 - PRESENT

- Custom web app for managing products and creating order quotations for Ziggity Systems
- XiangqiViewer, a .js plugin for viewing Chinese Chess games
- Websites for several bands and non-profits

Rails, middleman, Ruby, javascript

Substantial — *Software Developer*

AUGUST 2012 - MAY 2015

- Dungeon Highway, featured Best New Game in Apple App Store
- Distiller, whiskey recommendation app
- Artifex, digital art catalogue

Rails, spine.js, elasticsearch, mongodb, Android, node.js, Unity3D

Livestar — *Software Developer*

MAY 2011 - JULY 2012

- Distributed data processing system for identifying and extracting structured data from semi-structured documents
- Web system for data entry workers to validate extracted data
- Wrote and managed deploy systems

Rails, Ruby, Chef

EDUCATION

University of Washington — *M.A. Computational Linguistics*

SEPTEMBER 2008 - AUGUST 2010

University of Washington — *B.A. Linguistics*

SEPTEMBER 2006 - JUNE 2008

SKILLS

Python, flask, py.test
Ruby, rspec, Rails, sinatra
Node.js
Javascript, spine.js
Java, Android
Unity3D
HTML/CSS
SQL, mongodb
Git
bash
Accordion, keyboards

LANGUAGES

English (fluent)
Mandarin (fluent)
Cantonese (conversational)
Japanese (intermediate)
Spanish (elementary)