# Jun Ho Hong

# **Aspiring Software Engineer**

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#### 2015-2019

### **BROWN UNIVERSITY** – Sc.B Computer Science

- + Relevant Coursework:
  - CSCI 0150: Introduction to Object-Oriented Programming and Computer Science
  - o CSCI 0160: Introduction to Algorithms and Data Structures
  - o CSCI 0180: Computer Science: An Integrated Introduction
  - o CSCI 0220: Introduction to Discrete Structures and Probability

#### **PROJECTS**

# IOS - "The Number"

+ iOS App for a delivery startup on campus. The app finds the optimal route to several input destinations and calculates the cost of operation and profit based on the route and the surge of the day. The app then sends appropriate text messages to customers and deliverers.

#### JAVA - Othello

+ Board game Othello (Reversi) in Java, complete with 5 different levels of Al using the mini-max approach.

# JAVA - Tetris

+ Imitation of Tetris in Java, complete with 2-player support.

#### WEB

- + www.junho.co
- + www.thenumberdelivery.com

#### SKILLS

Swift, Objective-C, Java, Python, HTML, CSS, Racket, OCaml, Git

# **ACTIVITIES**

San Francisco Symphony Youth Orchestra, Brown University Orchestra