JC HO

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EDUCATION

AUGUST 2021 – EXPECTED GRADUATION (MAY 2025)
- **UNIVERSITY/COLLEGE,** BOISE STATE UNIVERSITY

BS - GIMM Major, CS Minor

PROJECTS

- **S4**

A 2D platformer/shooter Wario Ware inspired game. I worked on this project alone and it was made in Unity and programmed in C#.

- **Awaken**

A 2D interactive comic made in Unity. This was a group project done in GIMM over the span of a month and a half. I did most to all of the coding in C# for this comic and also did artwork for it in Adobe Photoshop.

- **The Sands of Time Animation**

A 50 second animation made in Adobe Animate. Everything was drawn mostly in Adobe Photoshop and then animated in Adobe Animate. Sound effects were later added in Adobe Premiere Pro.

AWARDS

- **STEM Diploma**

Received for completing 4 years in the STEM Academy at Columbia High School