Khanh Ho

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OBJECTIVE: To obtain a cooperative education position in the design, development, and testing of software. Available November 2012 – May 2013.

EDUCATION: **Rochester Institute of Technology**   **Rochester, NY**
Bachelor of Science in Software Engineering   Expected May, 2015
Concentration: Japanese Language and Culture
GPA: 3.44/4.00
Honors: International Scholarship, Dean's List

RELEVANT COURSES:

Eng Method for Software Usability	Software Process
Personal Software Engineering	Computation Theory
Engineering of Software Subsystems	Discrete Mathematics I-II

PROJECTS:
- Worked in team of five to design and develop a fully-functional pizza delivery system in Java. Applied a complete software engineering process from requirements analysis to deployment. Served as Configuration/Quality Management Lead.
- Prototyped a world landmark-themed Monopoly game for an online community. Developed in C#/XNA (currently in development).

SKILLS: **Programming Languages**: Java, C, C#, C++, Objective-C, Python, Ruby, PHP, SQL, JavaScript, CoffeeScript, CSS, HTML, shell scripting.
Operating Systems: UNIX/Linux, Microsoft Windows, Mac OS X, Android.
Applications/Tools: Eclipse, Microsoft Visual Studio, Aptana Studio, CVS, SVN, Git, Vim, Microsoft Visio, Adobe Photoshop, Blender.
Technology: Ruby on Rails, .NET, Node,js, jQuery.
Other: Video codecs and technologies (H.264, MPEG-2, MPEG-4).

EMPLOYMENT:

Rochester Institute of Technology, Rochester, NY
March 2012 – May 2012
Worked with United Technologies in a team of Engineering students to design and create mobile applications to assist in building automation and facilities management.

ACTIVITIES:
- Former Technical Administrator for SHSubs.com (volunteer position)
- Interests include computer games, making 3D models, and fansubbing.