

# BRIAN HO

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## Skills

### LANGUAGES

Java

Kotlin

C++

C#

Python

### FRAMEWORKS & LIBRARIES

Android (MVVM)

RxJava2

Dagger2

ButterKnife

Retrofit2

OpenGL ES 2.0

JUnit

Epoxy

### TOOLS

Git

Android Studio

## Education

### UNIVERSITY OF WATERLOO

Candidate for Bachelor of Software Engineering  
2015 to 2020, 3B Term

## Volunteering

FIRST Robotics, Team 4343

Programming Mentor

## Activities

Games

- Tetris
- Avalon
- Catan

Sports

- Swimming
- Badminton
- Bowling

## Employment

theScore Inc.

Android Software Developer (Kotlin)

Toronto, ON

May 2018 to Sept. 2018

- Obtained the highest number of 5 star ratings since app was launched by creating a rating prompt with Lottie animations
- Launched custom share sheet, allowing users to share feed content with friends, used BottomShareSheetFragment and a ViewModel for user search and selection.
- Launched chat onboarding flow, allowing users to send invites to phone contacts and Facebook friends, used ViewModel for async retrieval and list merging.
- Allowed opening the Android share sheet in custom web mini games by adding JavaScript injection into app WebViews
- Simplified existing deeplink handling by switching to DeepLinkDispatch, while maintaining support for branch.io links

SMART Technologies

Android Software Developer

Seattle, WA

Sept. 2017 to Jan. 2018

- Launched feature to allow users to export documents as PDFs to multiple USB drives for Whiteboard and Notebook Player on the SMART Android Board
- Created a time scrollable video, audio, and JSON capture client prototype in C# for SMART RCC (A whiteboard collaboration tool designed for Foxconn)
- Created prototype to merge Whiteboard app into Notebook Player app

XE.com Inc.

Android Software Developer

Newmarket, ON

Jan. 2017 to May 2017

- Implemented redesign prototype for XE Currency app
- Utilized various popular libraries for app redesign such as Dagger2 for dependency injection, RxJava2 and Retrofit2 for async retrieval and mapping of data
- Migrated RateAlerts (Push Notifications) into its own Android resource library
- Implemented Firebase App Indexing and Deep Linking in existing app

Epson Canada Limited

Android Software Developer

Markham, ON

Apr. 2016 to Aug. 2016

- Developed apps for Epson Moverio (Android powered augmented reality glasses)
- Solved user interface freezing issues by implementing async loading of 3D models
- Used OpenGL ES 2.0 to render 3D models for object training and tracking

## Projects

[Avaloo \(github.com/nairboh/avaloo\)](https://github.com/nairboh/avaloo)

- Online Android (Kotlin) multiplayer game, based on the board game Avalon
- Uses QRCode for game pairing and a combination of WebSockets and RxJava2 for asynchronous game event updates

[CourseBot \(github.com/nairboh/coursebot\)](https://github.com/nairboh/coursebot)

- Python Slack bot which retrieves course data from University of Waterloo's API
- Displays course requisites, and enrolment information upon user request

[SuperAutomator \(github.com/nairboh/superautomator\)](https://github.com/nairboh/superautomator)

- Java Swing multi-threaded timer and MP3 player
- Automated announcements and national anthem for my high school since 2013

[Mayo \(github.com/nairboh/mayo\)](https://github.com/nairboh/mayo)

- Paint program made with Java Swing, controlled by Thalmic Lab's Myo Armband
- Mapped armband gestures for changing colours and brush size with Myo Java API