BRIAN HO

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in nairboh
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Skills

LANGUAGES

Java
Kotlin
C++
C#
Python

CONCEPTS/DESIGN

MVVM
MVC

FRAMEWORKS & LIBRARIES

Android
RxJava2
Dagger2
ButterKnife
Retrofit2
OpenGL ES 2.0
Qt
JUnit
Epoxy

TOOLS

Git
Android Studio

Education

UNIVERSITY OF WATERLOO
Candidate for Bachelor of Software Engineering
2015 to April 2020
(Graduation Date)

Volunteering

FIRST Robotics, Team 4343
Programming Mentor

Employment

theScore Inc.
Android Software Developer (Kotlin)

Toronto, ON
May 2018 to Sept. 2018

- Created rotatable app rating prompt with Lottie animations, improved 5 star ratings by 200% daily
- Refactored WebView Activities using generics and implemented JavaScript injection invoking the Android share sheet in web mini games
- Implemented BottomShareSheetFragment with user search and selection ViewModel, allows users to share feed content with friends on theScore app
- Implemented theScore social onboarding flow. Involves creating a ViewModel to load existing Facebook friends and contacts and allows users to send invite links to both options in the same RecyclerView list
- Refactored and simplified existing deeplink handling to utilize DeepLinkDispatch, while maintaining support for branch.io deeplink handling

SMART Technologies
Android Software Developer

Seattle, WA
Sept. 2017 to Jan. 2018

- Created and shipped feature to allow users to export document to USB for Whiteboard and Notebook Player on the SMART Board (Android touch panel)
- Improved USB mounting logic to support multiple devices and PDF exporting
- Communicated across teams to solve critical dependency overwrite issue by tracing through CI scripts, resulting in minimization of crashes in Whiteboard
- Created prototype to merge and deprecate both Whiteboard and Notebook Player
- Created a time scrollable video, audio, and JSON capture client prototype in C# for SMART RCC (A whiteboard collaboration tool designed for Foxconn)

XE.com Inc.
Android Software Developer

Newmarket, ON
Jan. 2017 to May 2017

- Contributed to redesign for XE Currency app (> 50 million installs) on Play Store
- Utilized various third-party libraries for app redesign structure and testing (Dagger2 for dependency injection, Butter Knife for resources, RxJava2 and Retrofit2 for asynchronous retrieval and mapping of data)
- Migrated RateAlerts (Firebase Cloud Messaging) into its own Android resource library and integrated into app redesign
- Assisted in implementing Firebase App Indexing and Deep Linking in existing app
- Implemented RecyclerView with search, swipe, move gestures in redesigned app

Epson Canada Limited
Android Software Developer

Markham, ON
April 2016 to Aug. 2016

- Developed Android applications for Epson Moverio (augmented reality glasses)
- Solved UI hanging issues by implementing asynchronous loading of 3D models
- Utilized OpenGL ES 2.0 to dynamically render a 3D refined icosahedron for object training and tracking based on user perspective and depth
- Designed UI and improved functionality for internal applications using Qt (C++)

Projects

Avaloo (github.com/nairboh/avaloo)
- Online Kotlin (Android) 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)
- Python Slack bot which retrieves data from University of Waterloo's API
- Displays course requisites, and enrolment information upon user request

SuperAutomator (github.com/nairboh/superautomator)
- Java Swing multi-threaded timer and MP3 player
- Improved daily routine of high school administration staff by automatically playing the announcements and National Anthem since 2013

Mayo (github.com/nairboh/mayo)
- Paint program designed with Java Swing, controlled by Thalmic Lab's Myo Armband
- Mapped Armband gestures for (changing colours, brush size) with Myo Java API