SHARON
HO

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ABOUT ME

My passion lies in ethics & social impact of technology and technology for social good. From design to implementation, I love being involved in all parts of the software development process.

SKILLS & TOOLS

Programming	Java • C++ • JavaScript • Python • Kotlin
Libraries and Frameworks	Node.js • React • Flask • Ruby on Rails • OpenGL
Operating Systems	Windows • Linux • MacOS • Android
Tools	Git • GitHub • Jira • Postman
IDEs	Visual Studio • VSCode • IntelliJ • Eclipse • Android Studio
UI/UX	Adobe XD • Figma
Methodologies	Scrum • Agile • Kanban • Design Patterns • Refactoring
Languages	English • French • Cantonese • Mandarin

EDUCATION

Software Engineering – Bachelor of Engineering | Concordia University

2017 – 2021 | CURRENT GPA: 3.44

- **Awards and Distinctions:** Concordia University Memorial Endowment Entrance Scholarship
- **Extracurricular:** Concordia Sustainability Ambassador, People's Potato Volunteer

Pure & Applied Sciences – DEC | Marianopolis College

2014 – 2016

- **Awards and Distinctions:** Marianopolis Millennium Foundation Entrance Awards, Dean's List
- **Relevant Courses:** Computer Programming (Python), Topics in Advanced Mathematics (Discrete Mathematics, Graph Theory, Set Theory, RSA Encryption)

WORK EXPERIENCE

Undergraduate Research Assistant | Concordia University, Montreal, QC

AUG 2019 – MAR 2020

- Conducted literature review and interviews; organized collected data and analyzed data generated from data analytical software; provided support in the writing preliminary and final report.

QA Intern | Diff (Shopify Partner), Montreal, QC

MAY 2018 – AUG 2018

- Worked with developers and product team to test new features of web products; communicated what needed to be tested through bug reports and stand-ups by providing analysis and recommendations to project lead.
- Tested Shopify e-commerce websites; worked in an agile based work environment.

NOTABLE PROJECTS

Switchboard | Undergraduate Capstone Project
SEP 2020 – PRESENT
https://github.com/bean-pod/switchboard

- A web service that enables peer-to-peer video streaming between senders and receivers developed using Java Spring for the backend, React for the frontend and Python for the sample apps. This is project is done by a team of 9 students. I am working as one of its frontend developers and as lead UI/UX designer.

OpenGL Rubik's Cube | C++ Application
AUG 2020
https://github.com/sharon-ho/opengl-rubiks-cube

- An interactive Rubik's Cube with themed assets and background music developed using OpenGL/C++ and done as a team project for a course in computer graphics.

Concordia Campus Guide | Android Application
JAN 2020 – APR 2020
https://github.com/sharon-ho/campus-guide

- An Android application developed in Kotlin allowing users to explore and navigate around the Concordia University campus. This application was done as a team project consisting of 10 students. I worked as one of its developers and as the lead UI/UX designer.

AskEng | Web Application
JAN 2018 – APR 2018
https://ask-eng.xenonproduction.com/

- An engineering question and answer board that allows users to create an account that can view, ask and answer questions. Developed using React for the frontend and Python Flask for the backend and done as a team project consisting of 8 students. I worked as one of its frontend developers.

ACADEMIC ASSOCIATIONS

Director of Academic | SCS Concordia at Concordia University
SEP 2017 – APR 2018
- Helped assist VP Academic with various tasks and with co-hosting programming workshops.

Co-Director of Sponsorship | HackConcordia at Concordia University
MAY 2017 – MAR 2018
- Communicated and developed good relations with companies sponsoring Concordia University's hackathon (ConUHacks).

Director of Finance | HackConcordia at Concordia University
MAY 2017 – MAR 2018
- Managed HackConcordia's internal finances and maintained a balanced budget.

INTERESTS

Reading	Ethical discussions of technology on society, sociological studies and research, advancements in computing technologies and information security.
Interests & Passions	Board game, video game and comic book enthusiast; interest in art and art history.