


SHARON HO

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ABOUT ME

My passion lies in software development, ethics and social impact of technology and technology for social good. I am an active participant in Computer Science and Software Engineering student societies, activities and hackathons.



SKILLS & TOOLS

- Python • C++ • Java • Kotlin • C • Ruby
- JavaScript • PHP • CSS • HTML
- Node.js • React.js • Flask • Ruby on Rails
- JUnit • Mockito • JaCoCo • OpenClover
- JMeter • Selenium • Postman
- Maven • Jenkins
- Linux • Android • Android Studio
- SQL • MySQL • PostgreSQL
- Git • GitHub
- Arduino • Raspberry Pi
- OpenSCAD • OpenGL
- LaTeX • Construct 2
- Adobe XD • Zeplin • Photoshop
- English • French • Chinese



EDUCATION

Software Engineering – Bachelor of Engineering | Concordia University

2017 – 2021 | CURRENT GPA: 3.44

- **Relevant Courses:**
 - **Theoretical:** Data Structures and Algorithms, Operating Systems, Software Architecture and Design I/II, System Hardware, Mathematics for Computer Science, Introduction to Formal Methods for Software Engineering
 - **Programming:** Object-Oriented Programming I/II, Advanced Program Design with C++, Principles of Programming Languages, Web Programming, Computer Graphics
 - **Methodologies:** Software Process, Software Requirements and Specifications, Software Testing and Verification and Quality Assurance, Software Management and Quality Control, User Interface Design
 - **Software Team Project:** Software Engineering Team Design Project
 - **Engineering:** Probability and Statistics in Engineering, Impact of Technology on Society

Pure & Applied Sciences – DEC | Marianopolis College

2014 – 2016

- **Relevant Courses:** Computer Programming (Python), Topics in Advanced Mathematics (Discrete Mathematics, Graph Theory, Set Theory, RSA Encryption)

High School Diploma / Diplôme d'études secondaires – DES | The Study

2009 – 2014

- Private K-11 all girls' school located in Westmount, QC.



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.

Application Tester | Playful Inventions Company (PICO), Montreal, QC

JUN 2018 – JUL 2018

- Tested new technologies and activities that engage children in creative learning experiences.
- Projects involved: ScratchJr, Scratch, TurtleArt, LEGO MINDSTORMS.



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 educational workshops by SCS Concordia (Software Engineering and Computer Science Society of Concordia).
- **Job Responsibilities:** Helping students at workshops alongside VP Academic and preparing sign-up forms.

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).
- **Job Responsibilities:** Seeking potential sponsors; preparing contracts and sponsorship packages; communicating with company representatives (e-mail, phone calls, meetings etc.); working with file cloud management systems.

Director of Finance | HackConcordia at Concordia University

MAY 2017 – MAR 2018

- Managed HackConcordia's internal finances and maintained a balanced budget.
- **Job Responsibilities:** Coordinating how cheques and wire transfers are to be received from sponsoring companies.

Head of Photography | The MarianArtist Guild at Marianopolis College

2014 – 2015

- Took pictures of club events organized by Marianopolis College's student art club.
- **Job Responsibilities:** Organizing etched glass workshops and photographing club events.

Head of Organizing Committee | All Girls' Junior Student Leadership Conference at The Study

2013 – 2014

- Organized two yearly conferences at The Study (Montreal K-11 Private School) to include a variety of workshops and activities for students and staff advisers to create positive school communities.
- **Job Responsibilities:** Logistics, social media, promotions, internal communications, student orientation, student leadership, and design.

Yearbook Co-Editor | Yearbook Club at The Study School

2013 – 2014

- Producing and designing The Study's yearbook for the 2013-2014 schoolyear.
- **Job Responsibilities:** Designing the majority of the 2013-2014 yearbook; coordinating with faculty and staff for pictures; working efficiently to meet publication deadlines.



NOTABLE PROJECTS

Pomodoro Web Blocker | Chrome Extension

JUN 2020 – PRESENT

- A Chrome extension that applies the pomodoro technique to promote time management and block distracting websites while working.

Concordia Campus Guide | Android Application

JAN 2020 – APR 2020

<https://github.com/sharon-ho/campus-guide>

- An Android application that allows a user to explore and navigate around the Concordia University campus written in Kotlin and done as a team project consisting of 10 students.

Connect | Mobile Application

APR 2019 – PRESENT

- A globally accessible career, networking and employment app for post-secondary students and for newly graduated post-secondary students. This application is an ongoing personal side-project.

Small World | C++ Game

JAN 2018 – APR 2018

- A simulated version of the board game “Small World” developed in C++ incorporating many of the features found in the base game. This was done as a semester-long course project.

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. Passwords are encrypted with one-way hashing. Guest users can only view questions. Developed in React.js (Front-End) and Python Flask (Back-End) and done as a team project consisting of 8 students.

emotionji | Web Application

DEC 2017

<https://github.com/sharon-ho/emotionji>

<https://github.com/sharon-ho/emotionji-backend>

- A user-friendly web page that asks the user for text input or to upload a .wav file. It will then determine what emotion the user exhibited (neutral, joy, surprised, fear, sad or anger) and how certain it was of its prediction. This was submitted as a project for YHack 2017.

Sneaky Possum Rescue Adventure | Web Browser Game

NOV 2017

<https://possumpunks.itch.io/sneaky-possum-rescue-adventure>

- This 2D puzzle platforming game was submitted as a game jam project to itch.io for GAMERella 2017. My responsibilities were programming and level design.



AWARDS & DISTINCTIONS

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|--|-------------|
| Concordia University Memorial Endowment Entrance Scholarship | Jan 2017 |
| Marianopolis College Dean's List | 2014 - 2015 |
| Marianopolis Millennium Foundation Entrance Award | Aug 2014 |
| McGill Science Award | Jun 2014 |
| Certification of Recognition for 100+ Hours of Community Service | Jun 2014 |



EXTRACURRICULAR

Concordia Sustainability Ambassador

- MAR 2018 – MAR 2020 | Concordia University

Volunteer

- JAN 2019 – JAN 2020 | People's Potato (Concordia University Soup Kitchen)

Technician Staff

- AUG 2019 | Otakuthon, Montreal, QC

Volunteer

- JAN 2019 | ConUHacks IV (Concordia University Hackathon)

Hackathon Mentor

- JAN 2018 | MariHacks (Marianopolis College Hackathon)

Volunteer

- JAN 2017 | ConUHacks II (Concordia University Hackathon)

Volunteer

- MAR 2014 | Bridal Boudoir Affair, Montreal, QC

Volunteer

- AUG 2013 | Otakuthon, Montreal, QC



INTERESTS

Reading

Ethical discussions of technology on society, sociological studies and research, news on scientific discoveries and international affairs, advancements in computing technologies and information security.

Sports

Badminton, swimming and basketball.

Interests & Passions

Learning about various technologies, such as networking, big data, data structures, artificial intelligence, internet of things, and general programming and frameworks.

Board game, video game and comic book enthusiast; interest in art and art history.