


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

Libraries and Frameworks

Operating Systems

Tools

IDEs

UI/UX

Methodologies

Languages

Java • C++ • JavaScript • Python • Kotlin

Node.js • React • Flask • Ruby on Rails • OpenGL

Windows • Linux • MacOS • Android

Git • GitHub • Jira • LaTeX • OpenSCAD • Construct 2

Visual Studio • VSCode • IntelliJ • Eclipse • Android Studio

Adobe XD • Figma

Scrum • Agile • Kanban • Design Patterns • Refactoring

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 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.