

Anthony Ho

Montreal, Canada

SUMMARY

A software developer with an engineering mindset and a background in full-stack, computer networks, embedded devices, and test automation development.

EDUCATION

MCGILL UNIVERSITY, Montreal, QC

09/2012 - 01/2020

Bachelors in Civil Engineering minor in Computer Science

- CS Coursework : Object Oriented Design, Operating Systems, Algorithm and Data Structures, Artificial Intelligence, Robotics and Intelligent Systems, Algorithmic Game Theory

SKILLS

Programming: Java, C++, Python, Go, JavaScript, C, Shell Scripting, SQL, HTML5, CSS3

Technologies: TCP/IP, Unix/Linux, Git, Database, PostgreSQL, Jenkins, Selenium, Node.Js

PROFESSIONAL EXPERIENCES

GE Digital, Vancouver, BC

01/2018 - 08/2018

Software Developer Intern | Middleware & Embedded Team

- Implemented part of a networking protocol parser in an IPS/IDS system to secure customer opportunity (C)
- Designed and implemented a metrics retrieval system to help customers visualize devices' utilization over a distributed network (Java, C, Bash)
- Designed new APIs for alerts filtering to reduce customers' efforts to identify threats in a network (Java)
- Improved server response time by 20-35% by overhauling and rewriting existing Restful Web APIs (Java)

GE Digital, Vancouver, BC

05/2017 - 12/2017

QA Automation Engineer Intern | Network Security Team

- Implemented a Protractor-NodeJs automation framework for a new product, resulting in 70% test coverage
- Optimized a router hardware testing process (90% time reduction) by automating setup and configuration
- Created and drove validation testing for production releases, which resulted in 15% reduction of reported bugs

Hogo Digital, Macau, China

07/2016 - 08/2016

Web Developer Intern | Full Stack Team

- Developed WordPress sites with a team of web developers (PHP, HTML5, CSS3, JavaScript, MySQL)
- Created a plugin to integrate a web-based lottery game for an internet media company

PROJECTS

Bullet Hero, C++, SDL2

- Created a P2P shooter mini game which will be used as a base game to develop a machine learning AI agent
- Implemented a 2D game engine with SDL2 library

Bring Your Own Playground (BYOP), Go, JavaScript, Websockets

- Implemented a host-it-yourself private chat server where you can chat and challenge your friends for a game
- Simulated real-time instant messaging using go channels

Savour, Node.Js, ExpressJS, React, MongoDB

- Created a decentralized web app that allowed food sharing between users without any commissions
- Removed middleman in a transaction using Escrow smart contracts, written in Solidity

Travel Simple, AngularJs, Ruby on Rails, Node.Js

- Developed a web app that helps users estimate the amount of money the users needed for their travel plans
- Successfully estimated the lowest travel cost of a destination using Nomad and Google Flight APIs

AWARDS

- Impact Award, GE Digital
- Bronze Medal, Panamanian Math Olympic