Charley Ho

Full Stack Software Engineer

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EXPERIENCE

Google Inc, San Francisco, CA — *Software Engineer*

December 2015 - Oct 2018

Continued work from Bebop as an internal Google team. Lead multiple application developer teams for the Hire(hire.google.com) recruiting product, delivering on multiple key features for the app. Lead teams of 4-7 engineers + PM, Design, and QA. Engaged in SRE/operations support for the app, including Tier-1 oncall and outage incident management.

Bebop Inc, San Francisco, CA — *Software Engineer*

June 2014 - December 2015

Bebop was acquired by Google, Inc in Dec 2015. Built a custom query language for our custom backend & database for the bebop enterprise software platform still in use today. Developed significant parts of the early app that is now Hire.

Microsoft Corporation, Mountain View, CA — *Software Intern*

June 2012 - Sept 2012

Developed an Xbox 360 application for use with internal cloud-based video-on-demand service.

Stanford AI Robot Lab, Palo Alto, CA — *Research Intern*

June 2011 - Sept 2011

Researched under Professor Andrew Ng. Wrote software for concurrent autonomous-user assisted object recognition & collection for the PR2 robot.

+ a wide range of other internships - details upon request

EDUCATION

Stanford University, Palo Alto, CA— *MS in Electrical Engineering*

Sept 2013 - June 2014

Focus in Software Systems

Stanford University, Palo Alto, CA — *BS in Electrical Engineering*

Sept 2009 - June 2013

Focus in Software

SKILLS

Mean Stack: MongoDB, **Node.js**, Express, **Angular.js**

SRE/DevOps (AWS & **GCP**, **Kubernetes**, **Docker**, Splunk)

Mobile Development (**iOS**/Objective C, **Android**/Java)

Python/Django/Flask, Ruby on Rails, React

HOBBIES

Hiking, Napping, Baking, Board Games