Jason Ho

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EDUCATION

Nanyang Technological University   **Aug 2023 - May 2027**
Bachelor of Computing (Computer Science), **CGPA: 4.95/5.00**
Dean's List Computer Science (AY 23/24)

PROFESSIONAL EXPERIENCE

Haw Par Corporation - Information Technology Intern   **Apr 2023 - Jul 2023**
- Supported day-to-day IT operation as L1 Support. Resolved IT problems by leveraging root-cause analysis, improving company's system performance and minimizing downtime.

- Developed and deployed automation scripts utilizing Microsoft Power, Python, and JavaScript to optimize efficiency, ensure robust authorization, and streamline the end-to-end employee onboarding process.

Nanyang Technological University - Teaching Assistant (SC1003 Peer Tutor)   **Sep 2024 - Nov 2024**
- Mentored a class of freshmen on the topics of SC1003 - Introduction To Programming. Taught and guide class through the labs activities of SC1003.

PROJECTS

Hospital-Management-System
- Developed a Hospital Management System (HMS) using Java, OOP and Software Engineering Principles. HMS streamlines hospital operations by managing appointment scheduling, inventory, and staff administration. It supports patients, doctors, pharmacists, and administrators, ensuring adaptability and scalability.

Mini Project On NBA (Data Science & Machine Learning)
- Conducted comprehensive exploratory data analysis (EDA) on multi-season NBA datasets, deriving valuable insights and patterns. Utilized advanced machine learning techniques, including Classification Trees, Random Forest, and Cost-Sensitive Support Vector Machines (SVM), to accurately predict NBA champions based on regular season data.

Penny Stock Analyser
- Developed a stock analysis and alerting program using Python, Selenium, and BeautifulSoup libraries. Automated and optimized the real-time analysis of penny stocks resulting in potential positive returns on live trades.

TFT -Auto-
- Developed a script for Team Fight Tactics leveraging Computer Vision (pyautoGUI), to automate the process of buying "correct" units at an efficient pace, providing an in-game advantage to user.

The Odin Project
- Repositories of projects/programs from The Odin Project. Mainly Frontend projects (For now)

TECHNICAL SKILLS

Programing	Skills / Know	Languages
• Python	• Node.js	• English
• Java	• React.js	• Mandarin
• C/C++	• APIs	• Malay(Conversational)
• HTML	• Database(SQL,Postgres)	
• CSS		
• JavaScript		