JOHN HO

Full-stack Developer, UI/UX Researcher, Human-Computer Interaction

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EXPERIENCE

Graduate Software Engineer Intern
The Home Depot

📅 Jan 2018 – Present (Part-time)   ♦ Atlanta, GA

- Interned on 4+ exploratory projects at the OrangeWorks Innovation Center.
- Created an Eye-Tracking PoC to be used in store product shelves. Generated gaze heatmaps that analyzed customers' gazes and determined "hot and cold" products.
- Built an ARKit object recognition app that quickly detected 3D point cloud models of Home Depot tools on camera. Overlaid product info and tool manuals in AR space.
- Improved data analysis by writing color algorithms that sorted over 4000+ paint chips.

Front-End Software Engineer Intern
Nike, Inc

📅 May 2019 – Aug 2019   ♦ Beaverton, OR

- Implemented React UI worth 3-5 point sprint tickets weekly for the FORGE team.
- Integrated internal web app with Signal-FX framework. Set up alert monitoring of HTTP 400/500 errors when average rate was over a threshold of 8%
- Analyzed Oracle login data to see what regions were costing our dept >50% of budget.
- Won 3rd place at Nike's Hack72 hackathon with my 'MARK' ARkit Shoe Detection app.
- Developed with React.js + Redux, Java, AJAX, SQL, Node.js, Python, Jupyter, Swift.

Innovation Engineer Intern
Chick-fil-A Corporate

📅 May 2018 – Aug 2018   ♦ Atlanta, GA

- Modeled a perishable goods supply chain and deployed a IBM Blockchain network that validated over 200+ mock transactions with IoT GPS trackers.
- Led collaborations between 8 innovation interns from AT&T, Dover, and Emerson.
- Developed on Ubuntu with IBM's Hyperledger Fabric/Composer, Angular, React.js, SQL, AWS, Docker, and Swagger API.

ACADEMIA

Graduate Teaching Assistant
GT School of Interactive Computing

📅 Aug 2019 – May 2020 (Part-time)   ♦ Atlanta, GA

- CS 4460 - Intro to InfoVis: Graded & assisted 120+ students with the D3.js framework.
- CS 6470 - Online Communities: Online grader of 70+ students & managed Piazza/Canvas.

Undergraduate AR Researcher
GT Augmented Environments Lab

📅 Jan 2017 – Dec 2018 (Part-time)   ♦ Atlanta, GA

- Created iOS AR app "Invisible Cities" under Dr. Joshua Fisher and Dr. Jay Bolter.
- First rotation developed front-end and integrated Google Maps API on web browsers.
- Second rotation designed 2D Unity screens and wire-framed AR mobile prototypes.
- Published an article of our work in CHI PLAY'18 Extended Abstracts, ACM 2018.
- Developed with Unity 2018, ARKit 1.5, C#, Adobe XD, Figma, A-Frame.js, Node.js.

EDUCATION

M.S. in Computer Science
Georgia Institute of Technology

📅 Aug 2019 – May 2020 (Expected Graduation)

- Concentration: Human-Computer Interaction
- Current GPA: 4.0 / 4.0

B.S. in Computer Science
Georgia Institute of Technology

📅 Jan 2017 – May 2019

- CS Threads: People & Media
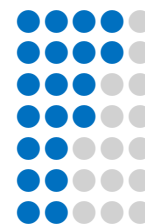- GPA: 3.5 / 4.0, Graduated High Honors

LANGUAGES

Python ●●●●●○
Java ●●●●●○
Swift ●●●●○○
C# ●●●●○○
C++ ●●●○○○
C ●●●○○○
SQL ●●○○○○

WEB DEVELOPMENT

JavaScript/Typescript ●●●●●○
HTML/CSS ●●●●●○
React.js ●●●●○○
Node.js ●●●●○○
Processing.js / P5.js ●●●●○○
D3.js ●●●●○○
Angular ●●●○○○
jQuery ●●●○○○
AJAX ●●○○○○
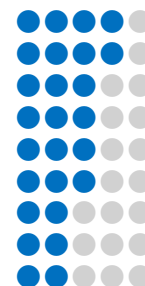
PROGRAMS & TOOLS

Invision	Adobe XD	Photoshop
Github/Bitbucket	JIRA	Confluence
Figma	Jupyter	Unity	Bootstrap
Microsoft Office Suite	VSCode

PLATFORMS

| Windows | Ubuntu | MacOS | iOS |
| Android | Alexa | AWS | Arduino |