JOHN HO

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

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EXPERIENCE

Front-End Software Engineer Intern
Nike, Inc

📅 May 2019 – Aug 2019   📍 Beaverton, OR

- Implemented UI functionality for Roster App, an internal call agent training website, by contributing 3-5 point sprint tickets weekly for the FORGE team
- Integrated Roster 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 determine what regions were costing our department >50% of budget. Compiled results through info graphs and Excel tables
- Won 3rd place at Nike's Hack72 hackathon with my 'MARK' AR Shoe Detection app
- Developed with React.js + Redux, Java, AJAX, SQL, Node.js, Python, Jupyter, Swift

Software Development Intern
The Home Depot

📅 Jan 2019 – May 2019   📍 Atlanta, GA

- Built an AR object recognition app that quickly detected THD products on camera
- Generated 10+ 3D point cloud models and overlaid tool info and manuals in AR
- Developed with Swift 5, Xcode 10, ARKit 2.0, and compatible iOS 12+ devices

Innovation Engineer Intern
Chick-fil-A Corporate

📅 May 2018 – Aug 2018   📍 Atlanta, GA

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

Software Development Intern
The Home Depot

📅 Jan 2018 – May 2018   📍 Atlanta, GA

- Improved data analysis by writing color algorithms that sorted 4000+ paint chips
- Collaborated with UX team to redesign the online Digital Décor paint chip grid
- Developed with Python, Pandas, Regex, NumPy, Jupyter Notebook, HTML5, CSS3

Undergraduate AR Researcher
GT Augmented Environments Lab

📅 Jan 2017 – Dec 2018   📍 Atlanta, GA

- Created iOS AR app "Invisible Cities" with Dr. Joshua Fisher & Dr. Jay Bolter
- First rotation developed front-end and integrated Google Maps API on browsers
- Second rotation wire-framed prototypes and designed 2D Unity mobile screens
- 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 – Current

- Concentration: Human-Computer Interaction
- Expected Graduation - May 2020

B.S. in Computer Science
Georgia Institute of Technology

📅 Jan 2017 – May 2019

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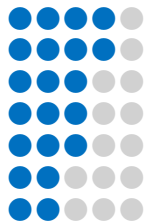- GPA: 3.5 / 4.0, High Honors

LANGUAGES

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

WEB DEVELOPMENT

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

PROGRAMS & TOOLS

Invision   Adobe XD   Photoshop
Figma   Jupyter   Unity   WordPress
Github/Bitbucket   JIRA   Confluence
LaTeX   Microsoft Office Suite

PLATFORMS

Windows   Ubuntu   MacOS   iOS
Android   Alexa   Tizen   Audrino