# 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 – May 2020 (Part-time)    📍 Atlanta, GA

- Deployed 8+ new React web pages for the Search team evaluation tool with test cases.
- 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 an 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 & taught 120+ students 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

- Concentration: Human-Computer Interaction
- 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 | ●●●●○○ |
| C# | ●●●●○○ |
| C++ | ●●●○○○ |
| C | ●●●○○○ |
| Swift | ●●○○○○ |
| SQL | ●●○○○○ |

## WEB DEVELOPMENT

| | |
|---|---|
| JavaScript/Typescript | ●●●●●○ |
| HTML & CSS | ●●●●○○ |
| React.js | ●●●●○○ |
| Node.js | ●●●○○○ |
| Babylon.js | ●●●○○○ |
| D3.js | ●●●○○○ |
| Processing.js / P5.js | ●●○○○○ |
| Angular | ●●○○○○ |
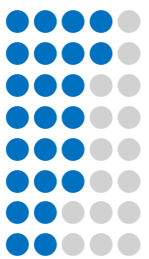
## PROGRAMS & TOOLS

Invision   Adobe XD   Figma   Unity
ARKit   Photoshop   Jupyter   Github
Bitbucket   JIRA   Confluence   AWS
Google Cloud   Microsoft Office Suite

## HCI CONCEPTS

Design Thinking   Affinity Diagramming
Low-fidelity & High-fidelity Prototyping
Qualitative & Quantitative Methods