Kiet **Ho**

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EDUCATION

UNIVERSITY OF MINNESOTA
BACHELOR OF SCIENCE

Graduation May 2021 | Minneapolis, MN
Majors: Mangement Information System,
Operations Management
Minors: Computer Science, Product Design,
Business Analytics
Extensive Elective Coursework in:
- Data Structures and Algorithms
- Technology and Entreprenuership

GPA: 3.44 | Honors: Dean's List 2019

Y COMBINATOR STARTUP SCHOOL
ADVISOR TRACK | CLASS OF 2018

Batch Company: Voy Audio Tour
Received Mentoring in:
- Launching a technology product
- Building a userbase
- Startup mechanics and metrics

SKILLS

TECHNICAL SKILLS
Development:
Python 3 • Javascript (ES6) • React •
Node.js • HTML5 • CSS3 • Git • Swift •
Java • Kotlin • Xcode • Android Studio •
Agile (Scrum)
Design:
Sketch • Adobe Illustrator • Photoshop •
Formal Design Training • Visual Arts Training

SOFT SKILLS
Leadership • Public Speaking
Design Thinking • Bilingual (Vietnamese)

RELEVANT COURSEWORKS

PROGRAMMING
Machine Architecture and Organization
Advanced Algorithms and Data Structures
Internet Programming

INFORMATION SYSTEMS
Enterprise Systems and Information Security
Data Modeling and Business Analytics

WORK EXPERIENCES

VOY AUDIO TOUR | IOS DEVELOPER, COFOUNDER
January 2018 - August 2019 | Minneapolis, MN
- Designed and developed iOS application
- Raised seed capital and reached positive cashflow
- Currently going through acquisition by American Public Media

CARLSON VENTURE ENTERPRISE | CONSULTANT
January 2019 - May 2019 | Minneapolis, MN
- Consulted on international expansion to public company
- Developed country evaluation pipeline and model
- Project result successfully being implemented by client

KIDBLOG | PRODUCT DEVELOPMENT INTERN
January 2018 - April 2018 | Minneapolis, MN
- Redesigned company's core product using Adobe XD
- Trained in company's operating system and Agile
- Redesign project implemented to company platform

TECHNICAL PROJECTS

DIGIT RECOGNIZER | WEBSITE, GITHIB
January 2020 | Minneapolis, MN
- Trained digit recognizer model using Tensorflow and Keras
- Deploy model with Tensorflow Serving, Docker and AWS EC2
- Built web client using React and Express.js

VOY IOS APP | WEBSITE, IOS APP STORE
May 2019 | Minneapolis, MN
- Design app interface using Sketch and iterated with users
- Developed iOS app using Swift and Xcode
- Made and handled REST Api calls to AWS servers

UNITY PLATFORMING GAME | GITHUB
May 2019 | Minneapolis, MN
- Built 1-page 2D game using the Unity engine
- Implemented custom physics using C#
- Added custom sprites for character and environment

AWARDS

2019	U-Spatial Grand Prize Winner
2018	Minnedemo 30 Presenter
2018	Holme's Center Biz Pitch Finalist
2017	tBRS Innovation Award Winner
2016	MD Visual Arts Competition Winner