

Justin Ho

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GitHub: <https://github.com/Toash>

EDUCATION

New Jersey Institute of Technology

Bachelor of Science in: Computer Science

Expected Graduation: May, 2026

GPA: 3.8

Relevant Coursework: Advanced Internet Applications, Data Structures and Algorithms, Machine Learning

SKILLS

Programming Languages: Java, C#, C / C++, PHP

Scripting Languages: JavaScript, Typescript, Python

Libraries and Frameworks: React, Express

Cloud Platforms: AWS (S3, Cloudfront, API Gateway, Lambda, Cognito, CloudWatch)

WORK EXPERIENCE

New Jersey Institute of Technology

September 2024 - Present

Introduction to Python Course Assistant

- Helped students with course assignments by answering questions and explaining concepts related to Python.
- Graded homeworks and exams, ensuring fair and consistent grading.
- Proctored exams and fixed technical difficulties.

New Jersey Institute of Technology

January 2024 - May 2024

Introduction to Java Course Assistant

- Helped students with course assignments by answering questions and explaining concepts related to Java.
- Graded homeworks and exams, ensuring fair and consistent grading.
- Proctored exams and fixed technical difficulties.

PROJECTS

- **Climbing Social Media App**

June 2024 - Present

Technologies used- AWS, React, Express, MongoDB

Migrated the project to AWS, utilizing S3 and Cloudfront for the client and API Gateway with Lambda and serverless-express for the backend.

Ensured proper token generation for authenticated users by implementing the OAuth2 flow with Cognito.

Developed a lambda for token refresh, ensuring consistent proper authentication in a session.

Created bash scripts to automate pushing to production with AWS SDK.

Github Link

- **Convolutional Neural Network**

November, 2023 - December, 2023

Technologies used- Python, PyTorch, Tkinter

Collaborated with a teammate to create a neural network that recognizes a set of images.

Created the application to draw images and import into the model for recognition.

Github Link

- **Godot Game**

November, 2022

Technologies used - Godot, GDScript, Git

ranked 11 out of 54 overall, Completed for Godot Wild Game Jam #51

Github Link

- **Unity Game**

August, 2020

Technologies used - Unity, C#, Git

ranked 356 out of 674 overall, Completed for Miz Jam 1

Github Link