

ANDREW HO

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EDUCATION

University of California, Irvine

June 2024

B.S. Computer Science

GPA 4.0/4.0

Coursework : Data Structures, Algorithms, Machine Learning, Software Engineering, Networks, Architecture

SKILLS

Languages: Python, JavaScript, TypeScript, Java, HTML, CSS, SQL, C, C++

Tools/Frameworks: Flask, React.js, PostgreSQL, Node.js, Selenium, AWS, Bootstrap, Chakra-UI, Webpack, Vite, TailwindCSS, scikit-learn, pandas, numpy, Ubuntu, Visual Studio Code, Android Studio, Git, GitHub

EXPERIENCE

Snap Inc. — Full-Stack

Jun. 2022 – Aug. 2022

Snap Engineering Academy Scholar

Santa Monica, CA

- Developing experimental features in a re-designed Snapchat client using **React Native** while collaborating with cross-functional teams including UI/UX design and marketing teams based on mentor feedback.
- Integrating **Firebase, Firestore, and Authentication** to implement experimental features assisting with food-security

Love Yourself — Clothing Startup

Aug. 2020 – Jan. 2021

Web Developer

Irvine, CA

- Developed and maintained web store using HTML, CSS, and JS for local clothing startup brand leading to **50%** increase in sales
- Integrated **Square Payments API** to handle customer payments

PROJECTS

Watchlist - Full Stack Movie Recommender Web App | *Flask, React, PostgreSQL, Chakra UI, pandas, Ubuntu*

- Constructed Flask REST API which uses machine learning model to provide movie recommendations to React frontend.
- Created collaborative filtering ML model trained with MovieLens dataset with over **2.5 million** ratings and TMDB API, using cosine similarity methods.
- Implemented custom Authentication system using Bearer token authentication.

Unicart - Budgeting Web App | *Flask, Python, JavaScript, PostgreSQL, Bootstrap, Ubuntu*

- Users can manage and share product wishlists of products across multiple websites
- Built web scraping API to retrieve image metadata for client rendering
- Hosted on remote Ubuntu Server using Linode.

MySteamStats | *Flask, React, Material UI, Heroku, Steam Web API*

- Developed web app client to display any user's Steam play time analytics.
- Deployed Flask server utilizing Steam Web API to handle client log-in requests and fetch owned game playtime.

Simdemic - Pandemic Simulator | *JavaScript, HTML, CSS*

- Developed pandemic simulation service web app which models virus spread based on an actor model.
- Designed mathematical model to replicate virus spreading.
- Implemented modifiable simulation variables to enhance interactivity.

AWARDS

Competitions – Winner of health{hacks} 2021 hackathon out of **178** participants. Designed a machine-learning pandemic simulation tool over 24 hours with JavaScript, HTML, CSS, MySQL. Presented to a panel of **9** Ivy League judges

Awards – IVC Dean's List, AP Scholar w/ Distinction, IVC Scholarship Foundation