Andrew Ho

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Education

University of California, Irvine June 2024

B.S. Computer Science

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

Experience

Snap Inc. — Full Stack **Jun. 2022 – Aug. 2022**

Snap Engineering Academy Scholar *Santa Monica, CA*

- 1 of 15 students selected in the LA area to participate in a software engineering career training experience over 9 weeks
- Collaborating with cross-functional teams including UI/UX design and marketing teams, while implementing changes based on mentor feedback to deliver experimental features in re-designed Snapchat app client using **React Native Expo**
- Integrating **Firebase backend, Cloud Functions, Firestore, and Authentication** to store, analyze, and manipulate user content
- Engaged in career development workshops and mentorship with Snap software engineers

Love Yourself — Clothing Startup **Aug. 2020 – Jan. 2021**

Web Developer *Irvine, CA*

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

Projects

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

- Constructed backend Flask REST API which serves JSON data to React frontend and hosts machine learning model to provide movie recommendations to clients.
- Created collaborative filtering machine learning model trained with MovieLens dataset with over 2.5 million ratings and The Movie Database API, using collaborative filtering methods cosine similarity.
- Users can swipe left/right to get more accurate movie recommendations

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

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

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

- Developed hackathon prototype pandemic simulation service web application.
- Designed mathematical model to replicate virus spreading.
- Created ability to adjust variables and factors to change simulation.

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

Skills

Languages: Python, Javascript, Typescript, Java, HTML, CSS, PostgreSQL, C, C++
Tools/Frameworks: Flask, React.js, Node.js, Selenium, Bootstrap, Chakra-UI, scikit-learn, pandas, numpy, Ubuntu, Visual Studio Code, Android Studio, Git, GitHub