

ANDREW HO

Irvine, CA 92620

📞 949-245-4519 ✉ andyminhtuanho@gmail.com 🔗 linkedin.com/in/andrewmnho 🐙 github.com/anmho

EDUCATION

University of California, Irvine

B.S. Computer Science

June 2024

GPA 4.0/4.0

RELEVANT COURSEWORK

- Data Structures
- Software Engineering
- Algorithms
- Networking
- Computer Architecture
- Digital Logic

EXPERIENCE

Snap Inc.

Incoming Snap Engineering Academy Intern

Jun. 2022 – Aug. 2022

Santa Monica, CA

Love Yourself - Clothing Startup

Web Developer

Aug. 2020 – Jan. 2021

Irvine, CA

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

PROJECTS

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

Jan. 2022

- Built backend Flask REST API which serves data to React frontend and hosts collaborative filtering machine learning model for movie recommendations.
- Machine learning model trained with MovieLens dataset with over 2.5 million ratings and The Movie Database API using cosine similarity.
- API Provides client with recommendations based on collaborative filtering machine learning model API.
- Users can swipe left/right to get more accurate movie recommendations

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

Jan. 2022

- 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.

SpiceTracker - Recipe Sharing Android Mobile App | *Java, Firebase, Android Studio*

Sep. 2021

- Collaborated with team of four to build app that where users can manage recipes and other user's recipes
- Implemented search functionality, infinite pagination, and recipe fetching logic
- Managed multiple branches and sprint goals using GitHub Issues
- Users can like, follow, and comment on other users posts

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

Jun. 2021

- 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.
- Pitched to hackathon judges as SaaS for governments agencies and businesses.

AWARDS/ACHIEVEMENTS

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

TECHNICAL SKILLS

Languages: Python, JavaScript, Java, HTML, CSS, PostgreSQL, C, C++

Tools/Frameworks: Flask, React.js, Node.js, Selenium, Bootstrap, Chakra-UI, sklearn, pandas, Ubuntu, Visual Studio Code, Android Studio, Git, GitHub