ANDREW HO

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EDUCATION

University of California, Irvine   Exp. June 2024
B.S. Computer Science   ***GPA 3.77***

<u>Coursework</u> : Distributed Systems, Data Structures, Algorithms, Machine Learning, Networking, Databases

EXPERIENCE

Snap Inc.   **Incoming Jun. 2023**
Software Engineer Intern   *Santa Monica, CA*
- Will be working in the Decisioning & Insights team with **Python, Apache Druid, Apache Spark, BigQuery, GCP**. Project TBD.

UCI Student Center & Events Center | Full Stack   **Dec. 2023 - Present**
Software Engineer   *Irvine, CA*
- Building scalable C# REST API Constructing Student Center tools such as internal employee management tools, bookings, analytics tools, and student body applications using **SQL Server, JavaScript, TypeScript, Angular, AWS EC2, C# ASP.NET SCSS**, and **Jenkins**

Snap Inc. | Full Stack & Leadership   **Jun. 2022 – Aug. 2022**
Software Engineering Scholar   *Santa Monica, CA*
- Developed Snapchat Mini feature addressing food-security using **React-Native, Firebase, Firestore, and Auth**
- Integrated scan functionality allowing users to scan unfamiliar ingredients for related recipes, tutorials, snack facts, and Apple Maps API to find affordable ingredients in user's proximity.
- Collaborated in cross-functional environment including UI/UX design and marketing teams in partnership with the non-profit, ***Our Own***.
- Participated in 30+ fireside chats, a one-on-one mentorship program, and weekly technical interview workshops.

Love Yourself | Full Stack   **Aug. 2020 – Jan. 2021**
Web Developer   *Irvine, CA*
- Developed web store as lead developer using HTML, CSS, and JavaScript for local mental health focused clothing startup brand leading to **50%** increase in sales
- Integrated **Stripe 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.

TraderSim | *Django, Python, React-Native, PostgreSQL, Ubuntu, AWS*
- Built full-stack web app using **Django** and **React** allowing users to trade cryptocurrencies.
- Utilized Coinbase Cloud API to provide users live-streaming data for over 250 cryptocurrencies.
- Hosted on remote **Ubuntu** Server using **AWS EC2**.

MySteamStats - Dashboard | *Flask, React, Material UI, Heroku, Steam Web API*
- Developed **React** 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.

SKILLS

Languages: Python, JavaScript, TypeScript, Java, HTML, CSS, SQL, R, C, C++, Arduino
Tools/Frameworks: Flask, Django, React.js, PostgreSQL, MySQL, Node.js, Selenium, AWS, Docker, Kubernetes, React-Native, Bootstrap, Chakra-UI, Webpack, Vite, TailwindCSS, scikit-learn, pandas, numpy, Ubuntu, Code, Android Studio, Git, GitHub, Cassandra, PySpark, Neo4j

Awards

Competitions – Winner of Stanford's 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 (3.5 GPA or higher), AP Scholar w/ Distinction, IVC Scholarship Foundation
Organizations – Data at UCI, Hack at UCI, ACM, Music Education for Undergraduates, Autonomous Roomba Team