Andrew Ho

github.com/anmho andrewho.io

EDUCATION

University of California, Irvine

Expected Jun. 2025

Bachelors in Computer Science

GPA 3.7

Courses: Efficient ML Computing, NoSQL, Search Engines, Distributed Systems, Operating Systems, Databases

SKILLS

Languages: Go, Python, TypeScript, Java, SQL, C, C++

Tools: Kubernetes, gRPC, Docker, ArgoCD, GraphQL, Git, PySpark, PyTorch, pandas, numpy

Cloud Services/Databases: AWS, GCP, Kubernetes, Stripe, DynamoDB, Kafka, Cassandra, PostgreSQL, MySQL

EXPERIENCE

Amazon Web Services | Software Development Engineer Intern

Incoming Mar. 2025

Amazon FSx - Network File System

New York, NY

• Amazon FSx. Launch, run, and scale feature-rich and highly-performant file systems with just a few clicks.

Tesla | Software Engineer Intern

Sep. 2024 - Present

Design Automation Software

Palo Alto, CA

- Developed aerodynamics tools with Go, React, Kafka, and Spark to streamline the vehicle engineering lifecycle.
- Integrated StarCCM+ CFD simulation data streams with Kafka and Spark streaming to provide real-time updates on simulation jobs, enabling faster decision-making and accelerating the engineering design loop.
- Implemented ArgoCD and Kubernetes to aid development of engineering validation tracking and shipping tools.

Snap Inc. | Backend Software Engineer Intern

Jun. 2024 - Sep. 2024

Messaging Core Service

Los Angeles, CA

- Developed new features for the Snapchat messaging core service using Go, gRPC, DynamoDB and AWS
- Built chat wallpaper feed bump and notification feature, resulting in a 1.2% increase in Snapchat+ subscriptions monitored using Grafana and Prometheus dashboards.
- Collaborated directly with Meta to create rich URL previews for *Instagram* chat links using oEmbed Graph API.

Machine Learning GPU Hardware Acceleration Researcher

Apr. 2024 – Jun. 2024

Donald Bren School of Information and Computer Science

Irvine. CA

• Conducted efficient machine learning hardware acceleration research under the guidance of Prof. Thomas Yeh.

Operating Systems Course Assistant

Apr. 2024 – Present

Donald Bren School of Information and Computer Science

Irvine, CA

· Led weekly office hours with operating systems coursework including concurrency, memory, and networking

NASA | Research Developer

May. 2024 - Present

Lucy Mission

Los Angeles, CA

• Prototyped rover development for Lucy space mission using C++, CUDA, and PyTorch.

Snap Inc. | Software Engineer Intern

Jun. 2023 - Oct. 2023

 $Monetization-Ads\ Analytics$

Los Angeles, CA

- Designed and implemented multi-dimensional range partitioning for Apache Druid analytics database cluster.
- Utilized salted range indexes and quantile sketches to improve query speed and reduce required compute by 35%.
- Created Apache Beam & Spark (PySpark) pipelines to evenly distribute rows across data segments.
- Deployed Apache Kafka cluster using Kubernetes to process 80TB/day analytics metrics stream from GCS

Projects

Push Notification Scheduler | Go, AWS Lambda, DynamoDB, AWS Event Scheduler, AWS CDK, Expo

• Built a serverless multi-tenant microservice for sending push notifications to app users and scheduling one-time delayed push notification execution for React-Native mobile apps.

Idempotent Ride Reservation API | Go, Postgres, Stripe, NATS, Redis

- Utilized idempotency keys and multi-phase transactions for safe retries and atomic commits with Stripe.
- Built a background job system with NATS to handle asynchronous event-driven tasks such as email receipts.

Distributed Key-Value Store | Go, gRPC, Docker, Kubernetes

- Developed multithreaded distributed key-value store cluster in Go, using B trees, LSM trees, and bloom filters
- Implemented hot-cold system using LRU eviction and compaction using Raft replication.