Andrew Ho

github.com/anmho andrewho.io

EDUCATION

University of California, Irvine

Expected June 2025

B.S. in Computer Science, Minor in Statistics

GPA 3.83

Coursework: Relational Databases, NoSQL, Algorithms, Search Engines, Distributed Systems, Operating Systems EXPERIENCE

Software Engineer Intern | Cloud Data Backend

Sep. 2023 – Oct. 2023

Snap Inc.

Los Angeles, CA

- Designed and implemented multi-dimensional range partitioning for Apache Druid analytics database cluster.
- Created Apache Beam & Spark (PySpark) pipelines to evenly distribute rows across data segments using quantile sketches and salted range indexes to remove hot-keys and improve query speed and compute costs by 35%..
- Served analytics data through *Hasura GraphQL* proxy to *React* dashboard, reducing load times by 50%.

Learning Assistant | Operating Systems

Apr. 2024 – Present

University of California, Irvine

Irvine, CA

- Taught **250**+ students about syscalls, processes, threads, virtual memory, scheduling, networking, and synchronization in *ICS 53 Principles of Operating Systems*
- Held weekly office hours to assist students with debugging, assignments, and conceptual understanding of operating systems principles

Software Engineer Intern | Distributed Messaging

June 2023 – Sep. 2023

Snap Inc.

Los Angeles, CA

- Deployed Apache Kafka cluster using Kubernetes to process 200TB/day analytics metrics stream.
- Developed real-time data warehouse ingestion into Google Cloud Storage using Apache Druid streaming ingestion
- Integrated with Envoy service mesh using Go, gRPC, and Helm saving infra costs by 24%.

L4 Software Engineer | Backend Engineering

Dec. 2022 – Present

UCI Student Center & Event Services

Irvine, CA

- Spearheaded a data analysis dashboard to assess employee performance and streamline data export to annual reports, saving 100+ employee hours during fiscal year-end using C#, .NET, Typescript, D3.js, and SQL Server.
- Build and deploy employee management tools such as *LevelUp* (performance review platform), event booking, and reservation services to streamline event planning procedures.

Research Developer

June 2020

Stanford University

Palo Alto, CA

- Collaborated in team of four engineers and designers to deliver pandemic simulation tool using Javascript
- Explored stochastic Brownian motion agent-based models to simulate Covid-19 spread and social distancing.

Projects

Unix Shell | C. acc. Docker, Ubuntu, bash

- Created a Unix shell with built-in commands such as cd, ls, mkdir, rm, grep, history, piping, and redirection
- Supports infinite piping, background processes, graceful shutdown, and signal handling.

Map Reduce Implementation | Go, Docker, Amazon Web Services

- Implemented a distributed MapReduce framework using Go for parallel processing of large datasets.
- Driver process distributes tasks among workers and handles worker failures through RPC communication.

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

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

Multithreaded Course Registration Web Server | C, TCP, Unix Sockets, Network Programming

- Created a multithreaded C web server using pthreads and locks to handle concurrent registration requests.
- Implemented max thread pool size to prevent server from being overloaded while maintaining high throughput.

TECHNICAL SKILLS & AWARDS

Languages: Go, Python, Java, TypeScript, Scala, HTML, CSS, SQL, R, C, C++

Tools/Frameworks: Spring Boot, Express, React, Kubernetes, Docker, gRPC, GraphQL, AWS, Google Cloud, Flask, Django, PostgreSQL, MySQL, Node, Git, MongoDB, Cassandra, DynamoDB, Spark, Stripe, PyTorch, pandas, numpy