Brandon Ho

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EDUCATION

University of California San Diego

La Jolla, CA

Bachelor of Science in Computer Engineering, Regents Scholar

Aug. 2020 - July 2024

Email: b1ho@ucsd.edu

Westview High School

San Diego, CA

High School Diploma

San Diego, C

o Cumulative GPA: 4.49/4.0 — SAT: 1550/1600 — PSAT: 1490/1520

Aug. 2016 - June. 2020

o Honors: National Merit Corporate Scholarship Recipient, National AP Scholar, National Honor Society

• Coursework

• CS50AI: CS50's Introduction to Artificial Intelligence with Python

Issued: HarvardX, July 2020

 \circ **PH526x**: Using Python for Research

Issued: HarvardX, June 2020

EXPERIENCE

UCSD Department of Nanoengineering

Bae Research Group

Research Assistant

Aug 2020 - Present

- Role: Researching hydrogel mechanics, specifically providing further insight to methods and properties of programmable hydrogels for real world applications (neurotechnology, soft robotics, etc.).
- Literature exploration and analysis: Searching through scientific journals for lab studies and research project. Self-learning emerging field of hydrogel mechanics.
- Research Project: Researching and writing manuscript for novel methods to engineer and design mechanically responsive, ionic conducting hydrogels (conductive hydrogel actuation).

FIRST Robotics Team (FTC #8742)

San Diego, CA

President, Hardware Executive

Aug 2016 - Aug 2020

- Role: Led team to compete in the FIRST Tech Challenge Robotics Competition, building and programming a robot to reliably complete a set of tasks. Oversaw software system integration with hardware (sensors).
- **3D Modeling**: Used 3D modeling environment, AutoDesk Inventor, to design numerous chassis and functional attachments. Primary 3D designer on the team.
- OpenCV: Utilized OpenCV library for on-bot image recognition for autonomous robot functionality.
- **PID Control**: Proportional–integral–derivative controller, a feedback control loop mechanism used to more accurately control robot maneuvers. Developed PID control for robot with sensor data (encoder counts, gyro).

PROJECTS

PersonAI SPIS Program

AI Chatbot with Customizable Personas (backend for chat site, ProfessorUWU).

Aug 2020

- TensorFlow/OpenAI GPT: Implemented TensorFlow with OpenAI GPT's Transformer-based language model on custom dialogue datasets to create custom personas for users to chat with.
- **Emotion Classification**: Created phrase emotion classifier by implementing an sklearn pipeline on a labeled Twitter dataset. Used model to give the chatbot broader emotional qualities (empathy).

Doodle Personal Project

Multi user drawing-charades environment with an emphasis on server-client communication.

June 2019

- Server/Client Communication: Built a server-client class to manage multiplayer functionality with customized send and receive functions. Used net package from Java (ServerSocket and Socket).
- Data Encryption/Decryption: Implemented text encryption/decryption architecture to easily send game states and images between server and clients.

Overcooked Personal Project

Cooking virtual experience with an emphasis in smooth animation and object collision.

March 2019

- $\circ \ \mathbf{GUI} \ \mathbf{Development} : \ \mathbf{Utilized} \ \mathbf{Swing} \ \mathbf{package} \ \mathbf{from} \ \mathbf{Java} \ \mathbf{to} \ \mathbf{create} \ \mathbf{interactive} \ \mathbf{GUI} \ (\mathbf{JPanel}, \ \mathbf{JFrame}, \ \mathbf{JLabel}, \ \mathbf{etc}).$
- **Object Oriented Programming**: Built many custom game objects to keep track of and change object states and properties in clean and concise code.

SKILLS AND INTERESTS

- Programming Languages: Python, Java, HTML, C++, Git Technologies: Adobe, AutoDesk, AWS
- Interests: Machine Learning, Fullstack Development, Robotics, Backpacking, Volunteering
- Awards: Eagle Award, President's Volunteer Service Award (Gold)