

Daniel Ho

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EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA

BS IN COMPUTER SCIENCE
MINOR IN LINGUISTICS
May 2020 | Los Angeles, CA
GPA: 3.82 / 4.0

ORGANIZATIONS

HACKSC | HACKSC.COM

Director of Technology

- Led engineering team at USC's largest hackathon.
- Developed new dev and applicant portal, landing website, live event dashboard.
- Built supporting infrastructure for real time data sync during event.

Director of Logistics

- Event space management and transportation coordination between universities.

MAKERS

Team Lead

- Led a team of engineers and designers to build dual input speaker system. Circuit design with custom multiplexer, amplifier, Bluetooth components.

TROGONS A CAPPELLA

Member

- Performed in an East Asian A Cappella group. Designed branding, held events, and managed finances.

SKILLS

PROGRAMMING

Javascript • Python • Ruby
Java • C++ • HTML/CSS

DEVELOPMENT

Node.js • React • Rails
SQL • bash • git
Kubernetes • Terraform
UNIX • Linux • Android

AWARDS

USC Viterbi Dean's List
USC Academic Achievement Award
QuestBridge National Finalist

EXPERIENCE

FLEXPORT | SOFTWARE ENGINEER

August 2020 - Present | San Francisco, CA

- Designed, developed, and productionized a reimagined developer experience built on Kubernetes. Built with custom operators and cli, developers can develop faster on remote clusters instead of local laptops. Drove adoption to 100% across engineering through org-wide talks, revamped user documentation, and new onboarding processes.
- Led the effort to redesign and rewrite microservice docker structures from the ground up, reducing build times from minutes to seconds with Bazel and shrinking image footprint by more than 50%.
- Led the development of an initiative to use feature flags in microservices. Wrote SDKs in Java and Ruby. Deployed proxies for performance improvement and reliability.

FACEBOOK | SOFTWARE ENGINEERING INTERN

May 2019 - August 2019 | Seattle, WA

- Backend C++ and PHP engineering on Messenger infrastructure team.
- Developed new post processing procedures for contact and story delivery and storage. Worked across multiple teams to deliver product support.

SALESFORCE | SOFTWARE ENGINEERING INTERN

May 2018 - August 2018 | San Francisco, CA

- Drove development of a real time file streaming service for sales. Setup web servers, Built frontend desktop and mobile clients, backend data pipeline APIs, link generation algorithms, and stream handling through webRTC.

USC VITERBI SCHOOL OF ENGINEERING | TEACHING ASSISTANT

August 2018 - May 2020 | Los Angeles, CA

- Teach Discrete Mathematics and Algorithms courses. Hold office hours, create and grade coursework, and assist in discussions.

RESEARCH

USC KNOWLEDGE LAB | LAB MEMBER

January 2020 - May 2020 | Los Angeles, CA

- Built data aggregation methods and tools for commonsense reasoning models BERT, RoBERTa, and GPT-2.

NASA JET PROPULSION LABORATORY | AI RESEARCH INTERN

October 2017 - May 2018 | Pasadena, CA

- Developed a TensorFlow convolutional neural network for sound detection rate in noisy environments. Build data mining, training, and analytical tools.

PROJECTS

HACKSC PORTAL | GITHUB.COM/HACKSC

January 2019 - May 2020 | Los Angeles, CA

- Built HackSC's developer and applicant hackathon portal as an open source project. Built with Node.js, Express.js, PostgreSQL, and React components. Complete automated mass mailer, application reviewer, hacker points and submissions scoring system to handle thousands of users.