Haver Ho

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Education

University of California, Irvine — Irvine, CA
Computer Science, B.S. | *GPA: 3.7* — *Aug 2020 – Mar 2024*

Technical Skills

Languages: Java, Python, C++, JavaScript, TypeScript, SQL, NoSQL, HTML, CSS
Technologies: React.js, Angular, Node.js, Express.js, Git/Github, AWS, scikit-learn, JUnit, RESTful APIs
Operating Systems: Windows, Linux

Projects

JobHive | *Next.js, Node.js, PostgreSQL* — Mar 2024 – Present

- Architected a full-stack web application for managing job applications, integrating Supabase for scalable, real-time data handling with PostgreSQL.
- Developed robust CRUD functionality, empowering users to efficiently manage hundreds of job entries with comprehensive status tracking, resulting in enhanced organizational workflows.
- Designed a mobile-first, user-focused interface, incorporating a statistics dashboard to dynamically visualized application trends, ensuring seamless cross-device accessiblity and navigation.

GotchaMovies | *React.js, Node.js, PostgreSQL* — Jun 2023 – Mar 2024

- Developed a responsive movie selling e-commerce platform, integrating secure user authentication and payment processing.
- Integrated the OMDB API to dynamically fetch and display real-time movie data.
- Optimized the checkout process by implementing Stripe for secure transactions.

Fabflix | *Java, Apache, JDBC, jQuery, MySQL* — Mar 2023 – Jun 2023

- Engineered scalable movie-selling platform using AWS EC2, MySQL, Tomcat.
- Developed ETL pipeline to parse large XML files to augment a database with 1000s of movies.
- Improved website performance by 15% with connection pooling, replication, and load balancing.

Activities

HackUCI | *JavaScript, Google API, DOM* — Feb 2022 | Irvine, CA

- Developed a location-based web app using JavaScript and Google Maps API to recommend drink shops, displaying results on an interactive, embedded map.
- Integrated Google Places API for dynamic search, map rendering, and real-time pinning of nearby shops based on user's geographic location.
- Collaborated with a team to design and develop the app during a 48-hour hackathon, enhancing user experience for discovering local shops.