JOHN HO

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Education

Drexel University	September 2015 – June 2020
Bachelor of Science in Computer Science	GPA: 3.82

Skills

Languages: JavaScript, Python, Java, HTML, CSS, C++, C#
Frameworks and Libraries: React, Django REST, AngularJS
Software: Visual Studio, GitHub, Postman, Node.js, Google Cloud Platform, Microsoft Office

Professional Experience

Business App Developer Co-op   *Philadelphia, PA*
Comcast Corporation   April 2019 - September 2019

- Designed and developed a Google Action prototype that allowed users to schedule customizable meetings with their team members, using their voice
- Integrated various Google APIs in order to provide a more personalized experience for the user when interacting with the Action
- Created a fully-functioning demo of the Action being integrated into Comcast's existing Ruby app

Software Engineer Co-op   *Philadelphia, PA*
Comcast Corporation   April 2018 - September 2018

- Revamped existing PCMS tool to improve efficiency by 90% and support automating the process of generating configuration files for vCMTS deployments
- Developed and maintained new front-end and back-end features for the PCMS tool to increase the NGAN team's productivity and satisfied new rolling requirements discussed in meetings
- Automated process of creating configuration files from templates and configlets for stakeholders

Programmer Analyst Co-op   *Philadelphia, PA*
University of Pennsylvania   April 2017 - September 2017

- Designed and developed an automated script to output real-time technology usage data on people accessing UPenn's services to allow for a more targeted software development approach
- Led UPenn's effort to migrate from Cosign SSO to Shibboleth by automating the process of finding unused Cosign registrations and informing corresponding service owners about the migration
- Performed penetration testing, regression testing, and usability testing on WebLogin to ensure successful deployments to the production environment

Project Experience

Personal Project   *Philadelphia, PA*
TCG Assistant   February 2021 – Present

- Architecting and developing a cross-platform mobile application that gives users complete control in tracking and expanding their trading card collections
- Utilizing Firebase to authenticate users and allow for a more personalized user experience, and storing user and backend data using Firestore and Google Cloud Platform
- Integrating TCGplayer's API to allow for a more satisfying and complete user experience by incorporating one of the largest marketplaces for purchasing trading cards

Software Engineer   *Philadelphia, PA*
Chariot   September 2019 – June 2020

- Collaborated with four other developers to build an IoT sensor framework prototype that allowed for management of connected IoT devices and visualization and storage of collected IoT device data
- Developed Chariot's user interface using React and communicated with back-end developers to design an API that meets the stakeholders' requirements