Thee Ho

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Education

University of California, Berkeley Berkeley, CA
Bachelor of Arts in Computer Science *August 2019 – May 2023*

- Major GPA: 4.0/4.0, Cumulative GPA: 3.8/4.0
- UC LEADS Scholar 2021-2022, Research Scholarship
- Relevant Courses: Algorithms, Computer Security, Parallel Programming, Programming Languages and Compilers, Operating Systems, UI/UX Design, Computer Vision, Machine Learning and Neural Networks.

Technical Skills

Languages: Python, Java, Golang, SQL, HTML, CSS, JavaScript, Git, Linux, Bash, Haskell, C++ and C.
Frameworks/Libraries: Pandas, Numpy, PyTorch, Scikit-Learn, OpenCV, Scikit-Image and NetworkX.

Work Experience

Harpoon Corp San Diego, CA
Software Engineering Intern *January 2022 – Current*

- Develop a full stack client allowing users to effortlessly deploy software projects to the cloud.
- Provide a visual dashboard for real-time monitoring and analytics.

Industrial Cyber-Physical Systems Center — Lingua Franca Project Berkeley, CA
Research Intern *June 2021 – August 2021*

- Port Savina benchmarks to Lingua Franca C target utilizing reactors, multi-ports and built-in language features.
- Benchmark and compare performance of C target versus existing Actor-based frameworks.
- Skills: C, C++, Lingua Franca and concurrent programming.

Berkeley College of Engineering — Active-Passive Vehicle Routing Project Berkeley, CA
Undergraduate Researcher *January 2021 – May 2021*

- Develop a robust test set to benchmark linear programming algorithm optimizing vehicle routes.
- Write scripts to query data from Open Street Map and partition each network into connected neighborhoods.
- Skills: Python, Numpy, Pandas and NetworkX.

Berkeley EECS — CS 61C Great Ideas in Computer Architecture Berkeley, CA
Academic Intern *June 2020 – August 2020*

- Lead weekly lab check-off, host weekly office hours and resolve student questions on Piazza.
- Help students design and complete projects in C and RISC-V assembly and debug code using GDB and Valgrind.

Projects

Secure File Sharing *November 2021 - December 2021*

- Design a client back end in Golang for secure file storage and file sharing.
- Support public and symmetric key cryptography, efficient file storage and multiple simultaneous user sessions.
- Skills: Golang, cryptography and test-driven development.

Face Morphing *September 2021 - November 2021*

- Train a convolutional neural network to automatically annotate facial keypoints.
- Compute the Delaunay Triangulation of facial keypoints and preform affine transformations on the triangle mesh to generate a morph sequence.
- Skills: Python, PyTorch, Convolutional Neural Networks, Numpy, Scikit-Image and OpenCV.

ChocoPy Compiler *September 2020 - December 2020*

- Develop a compiler for a statically-typed subset of Python using Java, JFlex and CUP.
- Supports syntax checking, type checking, type inference and optimized RISC-V code generation.
- Skills: test-driven development, Java, Python and RISC-V assembly.

Awards and Honors

Alpha Gamma Sigma Honor Society Permanent Member
Pioneer Academic Research Scholarship
Harbour Space University Computer Science Competition Award