

# Ho King Honh (Larry)

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## EDUCATION

<b>Singapore Institute of Technology - ASEAN Scholarship Holder</b> <i>BSc with Honours in Computing Science</i>	Expected Grad. Date: Jun. 2026 <i>Singapore</i>
<b>INTI International College Subang - Merit Scholarship Holder</b> <i>A-Levels</i>	Jan. 2021 – Jun. 2022 <i>Subang Jaya, Selangor</i>

## RELEVANT EXPERIENCE

<b>Coding Tutor</b> <i>Logiscool</i>	Oct. 2023 – Jun. 2024 <i>Singapore</i>
<ul style="list-style-type: none"><li>• <b>Taught</b> groups of children aged 7-15 on <b>basic programming concepts</b> through a series of trial classes and coding bootcamps</li></ul>	
<b>Student Volunteer</b> <i>Flipbizz</i>	<i>Kuala Lumpur</i>
<ul style="list-style-type: none"><li>• Built a marketing portal MVP in <b>1.5 months</b> while learning <b>PHP</b> and <b>MySQL</b></li><li>• Designed the <b>database schema</b> to match company functionality requirements</li><li>• Assisted in enhancing mobile application UIs with <b>Figma</b></li></ul>	

## WORKING EXPERIENCE

<b>Mathematics Tutor</b>	May 2024 –
<ul style="list-style-type: none"><li>• Tutored primary and secondary school students to achieve <b>15-20%</b> mark improvement in their examinations</li></ul>	

## PROJECTS

<b>Spotify Recommendation System</b>   <i>Python, HTML5, CSS3, JavaScript, Docker, Kubernetes, gRPC</i>	
<ul style="list-style-type: none"><li>• Spearheaded the development of the application by training the model with song features using <b>Principal Component Analysis</b> and <b>K-Means Clustering</b></li><li>• Implemented <b>gRPC</b> to streamline the data transfer between the model and the application, <b>Docker</b> and <b>Kubernetes</b> to provide scalability and fault tolerance</li></ul>	
<b>Currency Converter</b>   <i>Python</i>	
<ul style="list-style-type: none"><li>• Implemented <b>ExchangeRate-API</b> to retrieve historical currency exchange rates to be displayed using <b>Tkinter</b> with <b>Matplotlib</b></li></ul>	
<b>Simon Says</b>   <i>HTML5, CSS3, JavaScript, Node.js, Express, MySQL</i>	
<ul style="list-style-type: none"><li>• Stored player usernames and scores on <b>MySQL</b> database to be displayed on a leaderboard with <b>RESTful API</b></li></ul>	
<b>LRU Algorithm Learning Game</b>   <i>HTML5, CSS3, JavaScript, ElectronJS</i>	
<ul style="list-style-type: none"><li>• Implemented LRU algorithm in <b>JavaScript</b> and designed the application to maximize learning experience</li></ul>	

## LEADERSHIP POSITIONS

<b>Mindsports Club President</b>	2024
<ul style="list-style-type: none"><li>• Helped to increase member size by <b>60%</b>, held weekly sessions and actively participated in tournaments</li><li>• Lead the preparation of an annual university-wide chess tournament with the organizing committee</li></ul>	
<b>Graphics Design Club President</b>	2020
<ul style="list-style-type: none"><li>• Planned Adobe Photoshop tutorials for <b>30+</b> members</li><li>• Spearheaded the preparation of a speed typing tournament in conjunction with a school-wide exhibition</li></ul>	

## CERTIFICATIONS

<b>Machine Learning - Stanford University</b>	Oct. 2022
<b>Python for Everybody - University of Michigan</b>	Aug. 2022

## TECHNICAL SKILLS

**Languages:** Python, HTML5/CSS3, PHP, JavaScript, GNU Octave, SQL, Java  
**Frameworks and Libraries:** Bootstrap, Tkinter, jQuery, Matplotlib, Node.js, Express, EJS, gRPC  
**Tools:** Visual Studio Code, WampServer, Git, Figma, Docker, Kubernetes