Melody Ho

Entry-Level Software Engineer

melodyho.contact@gmail.com | linkedin.com/in/melodyho-dev

melodyho.dev
github.com/melody-ho

OBJECTIVE

Motivated self-taught entry-level full-stack software engineer with a unique blend of academic disciplines, actively seeking opportunities to leverage my aptitude for navigating complex systems, engaging empathetically, and creating visual narratives. I am dedicated to crafting user-centric experiences that seamlessly blend technology and creativity.

TECHNICAL SKILLS

Proficient

HTML, CSS, JavaScript, React, Next.js, Data Structures, Algorithms, Figma, Wireframes, Prototypes, Mockups

Intermediate

Node.js, Express, Jest, Sequelize, SQL, MongoDB, AWS S3, UX Design, Adobe XD, Adobe Photoshop, Adobe Illustrator

Novice

C, Python, Adobe After Effects

PROGRAMMING EXPERIENCE

Independent Project – Journ: A Digital Scrapbooking Web App   *Aug 2023 - Present*
github.com/melody-ho/journ
A CRUD web app that manages images, videos, and text content, incorporating tagging and filtering functionality. Developed with CSS Modules, React, Next.js, Sequelize, and AWS S3.

Independent Project – Infinite: A Browser Game   *Jul 2023 - Dec 2023*
github.com/melody-ho/infinite
A browser game featuring a dynamically expanding hexagonal grid.
Developed with HTML, CSS, JavaScript, Express, and Jest.

PROFESSIONAL DEVELOPMENT

Independent Learning   *Jan 2022 - Jun 2023*
Acquired crucial technical skills for transitioning to software engineering through rigorous self-guided learning, completing programs including **The Odin Project, Harvard CS50, Google UX Design, and Adobe Visual Design.**

EDUCATION

Joan & Sanford I. Weill Medical College of Cornell University   *Sep 2017 - Sep 2021*
Completed three years of Medical Doctorate (MD) curriculum.

University of California, Los Angeles   *Sep 2012 - Jun 2016*
Bachelor of Science– Human Biology and Society Major and Film, Television and Digital Media Minor
Summa Cum Laude, College Honors, Highest Departmental Honors