Melody Ho

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melodyho.dev github.com/melody-ho

FULL-STACK SOFTWARE ENGINEER

Software engineer with entry-level experience in full-stack web development. Adaptable career changer dedicated to crafting user-centric experiences by leveraging proficiency in navigating complex systems, engaging empathetically, and creating compelling visual narratives – a skill set cultivated from a diverse background in Medicine, Biology, Sociology, Film, Television, and Digital Media.

SKILLS

- Programming Languages: HTML, CSS, JavaScript (Browser, Node.js)
- Technologies: CSS Modules, React, Next.js, Express, Jest, Sequelize
- Databases: MySQL, MongoDB, Amazon Simple Storage Service (S3)

PROJECTS AND EXPERIENCE

Independent Project – Journ: A Digital Scrapbooking Web Application

Aug 2023 - Present

github.com/melody-ho/journ | journ.melodyho.dev

- Developed a web application that enables users to document moments using text, images, and videos, with tagging and filtering functionality.
- Technologies: CSS Modules, React, Next.js, Sequelize, MySQL, Amazon Simple Storage Service (S3)

Independent Project – Infinite: A Browser Game

Jul 2023 - Dec 2023

github.com/melody-ho/infinite | infinite.melodyho.dev

- Conceptualized and built a browser puzzle game featuring a dynamically expanding hexagonal grid.
- Technologies: HTML, CSS, JavaScript, Express, Jest

Independent Learning

Jan 2022 - Jun 2023

Acquired crucial knowledge and skills for transitioning to software engineering.

- The Odin Project: Mastered full-stack JavaScript web development through a self-guided curriculum.
- **Harvard CS50**: Achieved proficiency in computational thinking, data structures, and algorithms. Grasped core concepts of programming languages including C, Python, and SQL.
- Google UX Design: Acquired understanding of the user experience design process and its tools.

EDUCATION

Joan & Sanford I. Weill Medical College of Cornell University

Aug 2017 - Sep 2021

Completed three out of four years of Doctor of Medicine (MD) program before voluntary withdrawal.

University of California, Los Angeles

Sep 2012 - Jun 2016

Bachelor of Science (BS) – Human Biology and Society Major | Film, Television, and Digital Media Minor summa cum laude (GPA 3.94/4.00), College Honors, Highest Departmental Honors