

Tien Thuy Ho

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EDUCATION

- **University of California, Santa Cruz** Santa Cruz, CA
M.S. Computer Science; GPA: 4.0/4.0 09/2017 – 06/2018
- **University of South Carolina, Honors College** Columbia, SC
B.S. Computer Science and Mathematics, French Minor; GPA: 4.0/4.0 08/2013 – 05/2017

EXPERIENCE

- **Senior iOS Software Engineer, EBAY** 08/2018 – Present
 - Responsible for building common UI components and setting best architectural practices used across the eBay app. Collaborated closely with principal iOS architects, domain engineers, and designers to ensure quality and consistency in user interface and experience. Led technical presentations to train engineers on best practices in Combine and protocol-oriented programming.
 - Led the development of feature toggles, social registration, package tracking, and local pickup experience. Ensured on-schedule and high-quality delivery of the end products that meet both project and engineering requirements through comprehensive architectural design, test-driven implementation, and code review.
 - Led the technical debt effort to modernize the functionality and implementation of legacy form and collection view components. Advocated for protocol-oriented practices to make these components more composable and scalable.
- **Graduate Teaching Assistant, UNIVERSITY OF CALIFORNIA** 09/2017 – 06/2018
 - Supervised lab sections for introduction to Java programming. Worked with students with little to no prior programming experience and helped introduce them to programming and problem solving.
 - Led discussion sections for introduction to algorithmic analysis. Responsible for answering students' online discussion questions regarding homework, class lectures, and exam review.
- **Software Engineer, SYSEDA** 01/2015 – 07/2017
 - Worked with a team of 10 developers to port a C#/Silverlight ship simulation application to Qt for cross-platform deployment. Also implemented missing features to enhance usability and effectiveness in ship design and simulation.
 - Collaborated with three other developers to port a C#/Silverlight visualization application to WebGL by experimenting with different 3D frameworks including Three.js, Babylon.js, and Unity. Evaluated their feasibility and efficiency in simulating basic features essential for ship design and validation.
 - Developed, debugged, and maintained a 3D ship design platform using Three.js and other web development libraries including Kendo UI, Knockout.js, and Bootstrap. Implemented important features including path finding, arcball rotation, transform gizmo, collision detection, dynamic mesh generation, and general CRUD.
- **Software Engineering Intern, APPLE** 05/2016 – 08/2016
 - Collaborated with a team of designers and developers to improve a modeling and simulation 3D tool, developed in Unreal Engine, and provide the product development team with an interactive prototyping environment to validate their product design.
 - Developed an I/O feature, written in C++ and Blueprint, that feeds camera data from a CSV file into the 3D tool to validate and adjust camera arrangement, as well as to visualize each camera's scene capture. This feature also enables saving updated camera values and scene captures for further development.

PROJECTS

- **Tetris-SwiftUI:** Tetris game using Apple newest frameworks, SwiftUI and Combine.
- **GTLC:** Interpreter for the gradually-typed lambda calculus using the eager coercion calculus, implemented in Haskell.
- **Safehouse:** 2-player street view game using Google Maps APIs to simulate the classic cat-and-mouse game.
- **fChess:** Online chess game using 2D game framework Phaser.

PROGRAMMING SKILLS

- **Languages:** Swift, Objective-C, Java, JavaScript, HTML5, CSS, Haskell, C++, C
- **Development Software:** Xcode, Git, Mac OS, Windows, Unix/Linux, Visual Studio
- **Technologies:** UIKit, SwiftUI, Combine, Angular, Three.js, Knockout.js, Bootstrap, Kendo UI, Firebase