

Trent Ho

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EDUCATION

The University of Texas at Austin, Austin, TX

May 2024

Bachelor of Science in Computer Science

Relevant Coursework: Operating Systems, Computer Architecture, Software Engineering, Cloud Computing, VR Game Development, IOS Development, Game Technology

EXPERIENCE

Aristocrat, *Backend Software Engineer Intern*

September 2023 - December 2023

- Developed a comprehensive GDK (Game Development Kit) aimed at empowering external companies with Aristocrat's tools, streamlining their game development process.
- Led the creation and continuous revision of onboarding tutorials for new backend software engineers, ensuring a smooth and efficient integration into the team's development workflow.

TECHNICAL SKILLS

Programming Languages: Java, C, C++, C#, Python, JavaScript, TypeScript, HTML/CSS

Frameworks/libraries/tools: React, NextJS, TailwindCSS, Docker, Git, Jenkins, Kubernetes, Postman, AWS, Google Cloud, Visual Studio, Visual Studio Code, IntelliJ

PROJECTS

Anime Success Predictor: A Machine Learning Approach to Forecast Anime Ratings

- Engineered machine learning models to forecast anime ratings, enhancing prediction accuracy by 20%. Implemented innovative feature extraction techniques, improving model performance by 15%.
- Conceived a 'total duration' feature, synthesizing episode count and length, contributing to a 10% increase in the model's R^2 score.

FindACarForMe Website

- Launched FindACarForMe, a location-based car analysis platform using JavaScript, AWS, Docker, and React, expediting informed car purchases.
- Developed a user-friendly RESTful API and integrated diverse data sources for comprehensive car comparisons, driving a 30% increase in user engagement post-launch.

Picto-Mancers: A Magic Spell VR Game

- Co-developed a VR game with pattern-recognizing AI for spellcasting, enhancing user experience with innovative attack and defense options.
- Designed immersive game environments, exhibiting strong problem-solving acumen and teamwork, which culminated in a robust and engaging VR game, highly commended in beta testing feedback.

LEADERSHIP & COMMUNITY INVOLVEMENT

Delta Upsilon Fraternity, Austin, TX

August 2022 - Present

Intramural Chair, Member

- Successfully coordinated and registered for multiple sports during the fall semester, collaborated with teams to optimize practice schedules, led practice sessions, and managed game scheduling.
- Contributed to community upliftment by leading philanthropy events like the Peace Tea sales for GSI's Jamaican school projects and strengthening fraternity bonds through organizing engaging activities.

Club and Intramural Soccer, Austin, TX

August 2020 - Present

Team Captain

- Demonstrated leadership as team captain, fostering team chemistry and effectively articulating player concerns during team meetings for resolution.

Interests

Software Engineering, Web development, UX/UI design, Soccer, Volleyball, Video Games, Music Production