

Trent Ho

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EDUCATION

The University of Texas at Austin, Austin, TX

May 2024

Bachelor of Science in Computer Science, GPA 3.2

Relevant Coursework: Operating Systems, Computer Architecture, Algorithms and Complexity, Software Engineering, IOS Development, Cloud Computing, Intro to Machine Learning, VR Game Development, Game Technology

TECHNICAL SKILLS

Programming Languages: Java, C, C++, C#, Python, JavaScript, TypeScript, Swift

Frameworks/libraries/tools: React, NextJS, Tailwind CSS, .NET 7, Razor, MongoDB, Jenkins, Kubernetes, Postman, AWS, Google Cloud, Visual Studio, Visual Studio Code, IntelliJ, Xcode, Docker, Git, SourceTree

EXPERIENCE

Aristocrat, Austin, TX

September 2023 - December 2023

Backend Software Engineer Intern

- Developed and refined user interface components using C#, .NET 7, and Razor, enhancing user experience through intuitive design improvements and functional updates, contributing to a more engaging user interface.
- Led the upgrade of development environments and tools, transitioning to .NET 7.0 and optimizing dependencies management with NuGet, which streamlined software development processes and reduced error rates.
- Revitalized a critical software validation tool, adapting it to the latest .NET standards using C#. This included phasing out deprecated functions and introducing new features, significantly improving tool functionality and reliability in line with modern development practices.

PROJECTS

Anime Success Predictor

- Engineered machine learning models to predict anime ratings, enhancing prediction accuracy by 20%. Implemented innovative feature extraction techniques, improving model performance by 15%.

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.

PassPlate App

- Developed a comprehensive search and filtering system for the PassPlate app, a recipe discovery application, using Xcode and Swift. Implemented robust API integration to enable recipe searches by name or area, enhancing user experience.
- Directed the design and implementation of a user-focused filtering system, allowing users to find recipes based on specific dietary restrictions, significantly improving app accessibility and personalization.

LEADERSHIP & COMMUNITY INVOLVEMENT

Delta Upsilon Fraternity, Austin, TX

August 2022 - Present

Intramural Chair

- Spearheaded the leadership and organization of multiple sports teams, demonstrating strong team-building skills through effective coordination of practice sessions, game schedules, and team registrations, ensuring smooth execution and optimal team performance.
- Fostered a positive and inclusive team environment, emphasizing sportsmanship, collaboration, and enjoyment. Contributed significantly to enhancing the overall team experience and fraternity engagement in intramural sports.

JPMorgan Chase Code for Good Hackathon, Dallas, TX

October 2023

Participant

- Played a pivotal role in a team environment to develop the "Personalized AllStar Dashboard" using the MERN stack, focusing on optimizing personalized learning experiences. Actively engaged in brainstorming sessions, leveraging strong communication and teamwork skills to integrate diverse ideas into a cohesive software solution.