Trent Ho

228-271-2360 | trentho2010@gmail.com| Austin, TX 78705 |
https://trentho.vercel.app | https://github.com/trentho

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, Cloud Computing, VR Game Development

TECHNICAL SKILLS

Programming Languages: Proficient - Java, C, C++, Python; Familiar - JavaScript, TypeScript, React, HTML/CSS

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

PROJECTS

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

- Initiated a project with the goal of predicting anime ratings based on features like genre and episode count. Cleaned and preprocessed a large MyAnimeList anime dataset, employing data exploration techniques for enhanced understanding. Innovated a feature extraction method by identifying top-ranked animation studios and applied one-hot encoding for categorical variables. Developed a total duration feature based on episode count and length. Constructed and compared multiple regression models (Linear Regression, Random Forest, Support Vector Machine, XGBoost) for anime score prediction, utilizing k-fold cross-validation for model evaluation and achieving improved performance metrics in terms of Mean Squared Error and R^2 score.

Find A Car For Me Website

- Developed FindACarForMe, a location-based car analysis platform using Javascript, AWS, Docker, and React. Implemented a restful API via Postman for user-friendly car research and browsing. Integrated diverse data sources for comprehensive car comparisons, providing data-driven insights for informed purchases. Enhanced user experience through intuitive interface design.

Picto-Mancers: A Magic Spell VR Game

- Collaborated with peers using Unity to develop Magic Duel, a multiplayer VR game featuring a pattern-recognizing AI that allows players to cast spells by drawing shapes to attack their opponents. Designed and implemented the game's spells from scratch, creating a diverse array of attack and defense options for players to utilize. Created multiple maps for the game, providing a variety of environments for players to engage in magical duels. Demonstrated strong teamwork and problem-solving skills while working on Magic Duel, resulting in a successful and engaging multiplayer VR game.

LEADERSHIP & COMMUNITY INVOLVEMENT

Delta Upsilon Fraternity, Austin, TX **August 2022 - Present**

Member

- 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.
- Exhibited strong teamwork by contributing to the team's success, leading to four consecutive playoff appearances in UT Intramural Soccer.

Interests

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