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, MySQL

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, pgAdmin4, PostgreSQL, Amazon RDS

EXPERIENCE

Aristocrat, Austin, TX

Software Engineer Intern January 2024 – May 2024

- Lead the evaluation of a math verification tool that identified and integrated its most effective features into a new proprietary game development kit, focusing on enhancing game reliability and developer efficiency.
- Conducted in-depth analysis to assess the feasibility and performance benefits of cloud hosting for the tool, comparing cloud versus on-premises solutions to optimize game development workflows and resource allocation.

Backend Software Engineer Intern September 2023 – December 2023

- 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.
- 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

Machine Learning-Driven Soccer Player Position Analysis

- Engineered a sophisticated machine learning model using Python, pandas for data manipulation, and scikit-learn for model training, aimed at analyzing and predicting optimal player positions within a soccer dataset.
- Successfully implemented machine learning classifiers capable of predicting player positions with an impressive accuracy of 85%, thereby showcasing the potential to significantly enhance game strategy and team performance.

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.

JPMorgan Chase Code for Good Hackathon, Dallas, TX October 2023

Participant

- Actively engaged in brainstorming sessions, leveraging strong communication and teamwork skills to integrate diverse ideas into a cohesive software solution using the MERN stack.