Eric Ho

hoe@ufl.edu | (813) 505-3230 | Tampa, FL

EDUCATION

B.S Computer Science, Economics Minor, University of Florida (GPA: 3.7)   **2018 – 2022**
- <u>Key Courses</u>: Operating Systems, Computer Network fundamentals, 3D Audio, Numerical Analysis, Data Structures and Algorithms, Embedded Systems, Deep Learning for Computer Graphics, Penetration Testing for Ethical Hacking

TECHNICAL SKILLS

- <u>Programming Languages</u>: Java, C, C++, Python, SQL, MATLAB, JavaScript, Dart, HTML, CSS, Bash, R, ASM, PHP, Dart
- <u>Operating Systems</u>: Windows 7, 8, 10, Linux Debian, Ubuntu, Raspbian, Kali
- <u>Software</u>: Git, VSCode, Visual Studio, IntelliJ, Solidworks, Heroku
- <u>Frameworks</u>: ROS, JUCE, Flutter, Springboot
- <u>Hardware</u>: BeagleBone, Arduino, Raspberry Pi, Custom PCBs

WORK EXPERIENCE

ADAMUS Lab @ The University of Florida   **September 2020 – Present**
Software Engineer   *Gainesville, FL*
- Developed flight software for PATCOOL cubesat satellite
- Generated and applied a binary encoding system for data transmission using Google protobuf
- Worked with PCBs and performed hardware in the loop testing
- Analyzed data sheets for surface mounted components
- Kernel level development on Linux system

Raymond James Financial   **May 2020 – August 2020**
IT Intern   *St. Petersburg, FL*
- Tested, debugged, and demoed software used in the financial services industry.
- Reviewed and modified a testing framework used for quality assurance
- Collaborated with team members in a Scrum based development process
- Studied RESTful web services using the Springboot framework
- Remodeled database design and created ER diagrams for team members to reference

MYOLYN   **May 2019 – August 2019**
Intern   *Gainesville, FL*
- Streamlined customer outreach process by creating a client filtering algorithm
- Trained and analyzed different machine learning models using MATLAB
- Implemented model into Zoho customer relationship management system
- Handled documents during a switch in inventory management systems

PROJECTS

- <u>SoundStage</u>**:** A VST plugin for Digital Audio Workstations, allowing the creator to control a sound's perceived location in a 3D space
- <u>Resume Website</u>**:** A NodeJS website build with React to showcase my projects, certifications, and achievements. https://erichodeveloper.herokuapp.com/
- <u>Q-Learning for Atari Breakout</u>**:** Applied Deep Q-Learning to create a network that is able to play and complete a game of Atari Breakout