Chris Ho

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EDUCATION

Oregon State University   Expected Graduation Date: June 2027

B.S. in Computer Science, Minor in Innovation & Entrepreneurship

- Hackathon Club – Vice President: Coordinated hackathons with 100+ participants and recruited members.

EXPERIENCE

Teaching Assistant   June 2023 - July 2023

Punahou School

- Implemented engaging lessons and projects to introduce fundamental coding concepts to 6th graders.
- Troubleshot technical issues students encountered while using Scratch block-based programming.
- Collaborated with the lead instructor and teaching assistants to create an inclusive learning environment.

PROJECTS

BeaverEats.org | React.js, Javascript, Tailwind, GoogleMaps API

- Created a crowdsourced review website for places to eat on the Oregon State University campus.
- Utilized React and Tailwind to make a dynamic frontend with smooth navigation and interactive mapping.
- Achieved 2nd Place in OSU Google Hacks 2023, collaborating with a team of four people in under 48 hours.

Menu Webscraper SMS Texter | Python, BeautifulSoup, Twilio API

- Built an automatic webscraper for the menus and hours of the Oregon State University dining halls.
- Notified users about menu updates weekly via phone text using Twilio's SMS API.
- Deployed the application online and scheduled times to run the script using GitHub Actions.

OregonStateHackathon.com | React.js, Javascript, Bootstrap

- Developed a responsive and mobile-friendly website for the Oregon State Hackathon Club.
- Modernized the page design layouts by using the React Bootstrap CSS library to quickly style pages.
- Enhanced interactivity with animations, icons, and search engine optimization tweaks.

Patent Searcher Desktop GUI | Python, TkinterGUI, USPTO API

- Integrated United States Patent and Trademark Office API to allow users to search for patent information.
- Designed a custom and visually appealing user interface using the Python Tkinter GUI library.
- Identified errors by using debugging tools and resolved them by referring to the documentation.

Slingshot Video Game | C#, Unity

- Created a 2D mobile game with physics mechanics, user interface, and touch controls.
- Optimized game performance by utilizing object-oriented programming principles and efficient data structures.
- Tested video game thoroughly for a seamless user experience before publishing it online.

SKILLS

Languages: Python, JavaScript, C++, Swift, HTML, CSS

Technologies: React.js, Node.js, Electron.js, Tailwind, Bootstrap, DaisyUI, SwiftUI, Twilio

Tools: Git, GitHub, JSON, npm, pip, Jira, Trello, Figma, Slack, Visual Studio Code, Xcode