Shin-Yi Jessica Ho
Los Angeles, CA | (626) 757-1275
jessicashinyiho@gmail.com | jessicahsy.com

EDUCATION

University of California, Santa Barbara
B.S. in Computer Science, Dec 2024

TECHNICAL SKILLS

Languages: Python, C++, C#, Java, JavaScript, HTML, CSS, Dart, SQL
Frameworks/Tools: Git, React,Next, Spring Boot, Flutter, Firebase, Unity
Cloud & AI: Google Cloud Platform, REST APIs, LLM integration, Firebase, AWS

EXPERIENCE

Software Engineer
VVLEX Group LLC • Aug 2024 – Present

- Developed an interactive 3D furniture showroom using **Unity**, optimized for performance across desktop and mobile platforms
- Designed and integrated 30+ modular furniture models with **ProBuilder**
- Connected a **LLaMA-based chatbot** to a **SQL-filtered knowledge base** via a **REST API** hosted on **Google Cloud Platform**, reducing API latency by 30%
- Led implementation of core features from prototype to stable MVP across rapid development cycles in a cross-functional team

Freelance Developer
Bittertones - Interactive Web Experience • Apr 2024 – Present

- Designed and built a responsive website using **Next.js** with **Turbopack** to support a local community-building club
- Integrated modular UI components using **React** and **Tailwind CSS**, with scroll-driven interactions and responsive layouts
- Setting up automated **CI/CD** with **GitHub Actions** and **GitHub Pages** (currently in testing)
- Integrated **Firebase Firestore** and **Firebase Storage** to manage dynamic event data and media content

PROJECTS

VRTennis — Tennis Training Game • Apr 2024 – Jun 2024

- Developed a **VR tennis simulator** using **Unity**, tested on **Meta Quest 3**, with realistic physics-based ball interactions
- Implemented 18 colliders to detect ball landing positions and manage accurate scoring logic
- Programmed a basic **CPU-controlled opponent** to simulate gameplay, tested for 30+ hours
- Achieved swing detection under 300ms latency using the **OpenXR Interaction Toolkit**

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Wave — Social Events App • Sept 2023 – Dec 2023

- Built a cross-platform event-sharing app for **Android/iOS** using **Flutter**, with secure **OAuth login**, **Firestore backend**, and **FCM notifications**
- Focused on scalable user/event data models and real-time engagement through push updates
- Conducted testing with 30+ users; received positive feedback on clean and intuitive **UI/UX**

Burd — VR Bird Simulation Game • Apr 2023 – Jun 2023

- Implemented gesture-based flight controls for **VR** in **Unity**, tested with 10+ users to fine-tune movement physics
- Created animated worm objects and state transitions to enhance immersion

CERTIFICATIONS
AWS Certified Cloud Practitioner (In Progress, Expected June 2025)